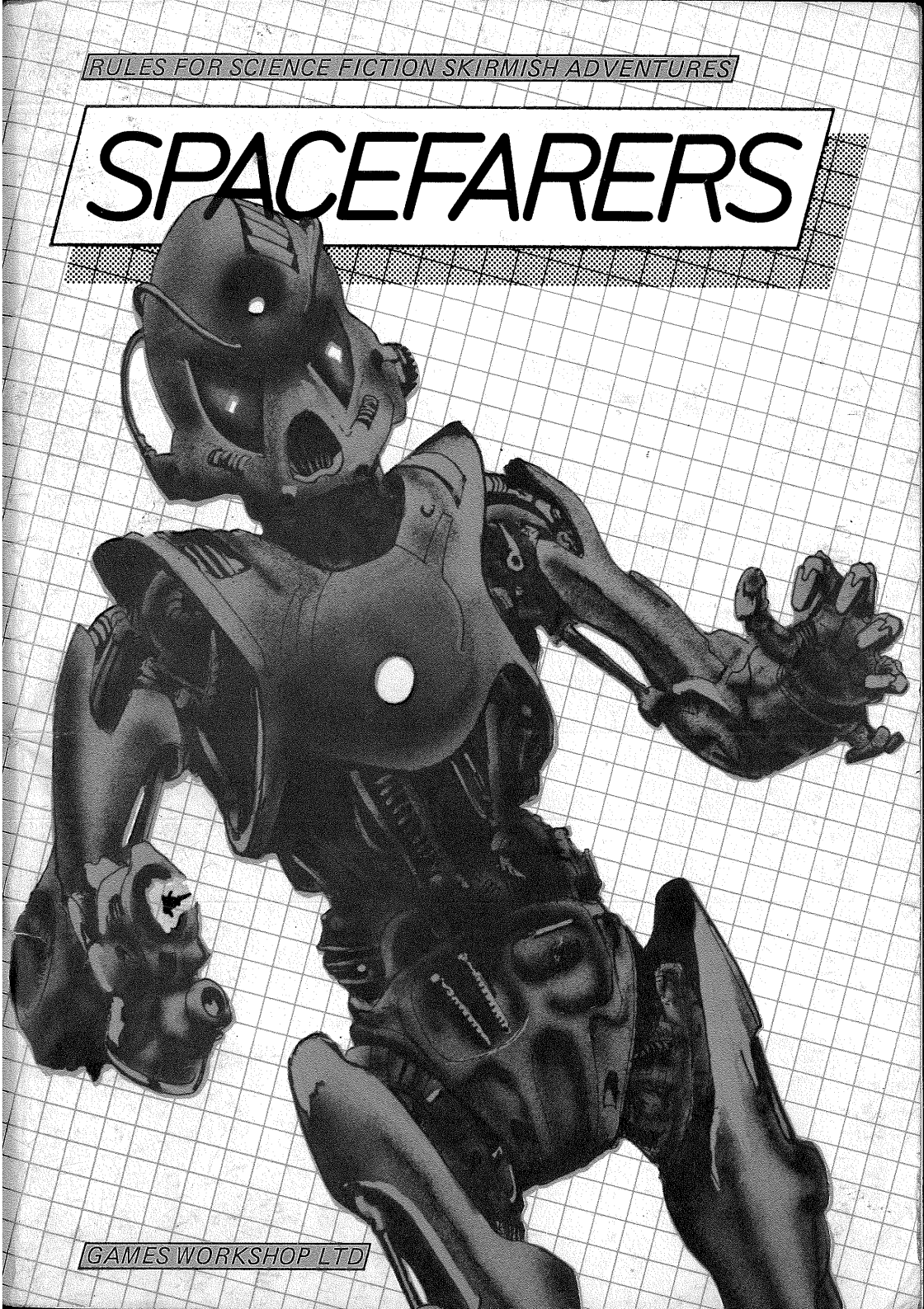
RULES FOR SCIENCE FICTION SKIRMISH ADVENTURES

SPACEFARERS



GAMES WORKSHOP LTD

SPACEFARERS

Rules for Science Fiction Skirmish Adventures

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INTRODUCTION

Spacefarers is a set of science fiction skirmish rules designed specifically for the *Spacefarers* range of figures manufactured by *Citadel Miniatures Ltd* (see *Appendix 1*).

The rules have been designed for two players to carry out small scale skirmishes with each player in control of a unit of Imperial Marines, Dark Disciples, Star Patrolmen or independent gangs.

The object is for each player to defeat the other's unit in a given scenario, two of which are given in the rules along with many missions. To win one skirmish is a specific goal, but much more interest and enjoyment will be achieved if the scenarios and missions are linked and a successful unit gains character and notoriety. Each individual within the unit will develop his own character and heroes will live — and die. Starting with the spaceport used in *Scenario 1*, towns could be adjoined to it in which other skirmishes could be fought to form a campaign. This may even lead to the design of a whole planet with its own history and culture.

Start here for your first adventure and remember, never trust a cyborg.

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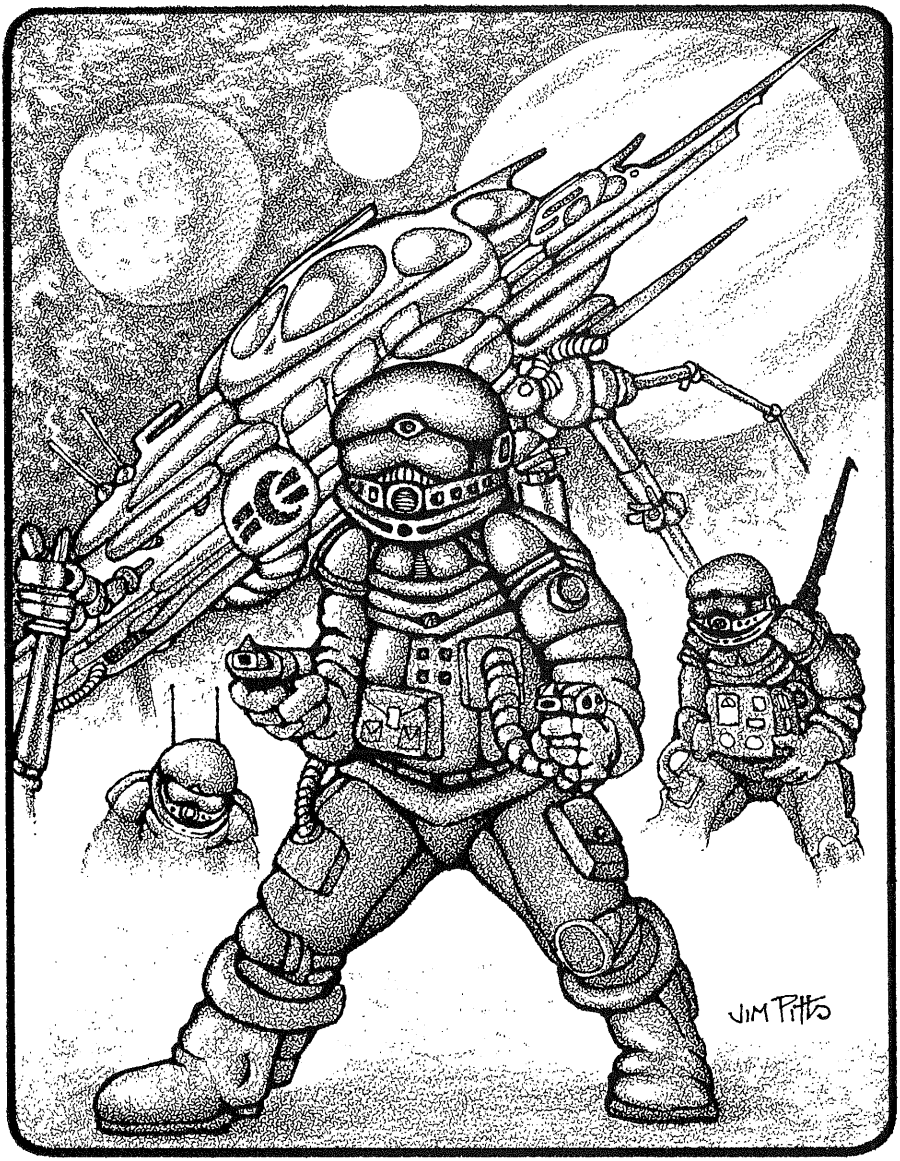

JIM PITTS

MAIN RULES

Scales

One centimetre on the playing surface represents *one metre.*
One turn represents *six seconds.*
One figure represents an *individual soldier, adventurer, etc.*

Definitions

Men, vehicles etc., occupy the space taken up by the figure or model representing them. Men are considered to face into a 180° arc to their front. It is important to make clear which way figures are facing and it is recommended that they are mounted upon a card base with the facing arc marked upon it.

Except where specifically stated otherwise, the term men includes robots.
A six sided die is denoted D6, a twenty sided die D20.

Required Materials

You will require paper and pencil, one twenty-sided and three six-sided dice and a number of *Spacefarers* figures. A length of cotton thread may also prove useful – disputes sometimes arise as to whether one figure has a clear view to shoot at another; stretching the thread between the two figures will show whether there are any intervening obstacles that would block a shot.

It is important to be able to identify figures quickly during the game. This may be done by color-coding them, or by painting a number or letter on the back or base of the figure.

The Combatants

Men are classified according to the weapons and other equipment they possess, their *Specialist Skills,* their *Combat Ability* and their *Initiative.*

Weapons and Equipment	These are fully detailed in the section on *Technical Data.*
Specialist Skills	These are fully detailed in the section on *Specialist Skills.*
Combat Ability	This represents a man's inherent fighting skill. It is found by totalling the score of three six-sided dice for each character. This value does not alter during combat, though a character's effectiveness may be reduced in other ways by wounds.
Initiative	This represents a man's ability to observe and react to events around him. As with *Combat Ability,* it is equal to the sum of three D6. *Initiative* may be reduced by wounds sustained during the game.

During the game, players will need to keep note of the current status of each man under their command. This need not be a detailed character record, as long as data such as wounds received, current *Initiative* and so on are noted.

Sequence of Play

Spacefarers is played in turns, each turn representing six seconds. Turns are divided into seven phases as follows:

A. Recovery Phase — Men who are unconscious for any reason have a D6 rolled for them. On a score of 6, the man recovers consciousness.

B. Record of Intent — For each figure they control, players write down whether that man will fire, move or remain stationary in the coming Movement Phase. (It is not necessary to determine each man's actions in detail at this time – the player does not write down where a man is moving to, for example, or which of the enemy is to be the target for a shot. However, if a man is to move, it must be specified whether he is moving quickly ("running") or normally, as this will affect his chance of being hit if the enemy decides to shoot him.

C. Movement Phase — Each man may move *or* fire in this phase. Men (and stationary jet scooters) may fire once only at any time during the phase. To do so, the owning player states that a man is firing, resolves the shot and applies the effect immediately. Movement ceases until the effect of the shot has been resolved.

Thereafter, movement continues from the point at which it was interrupted and other men firing this phase may do so when they wish.

Men who are not firing this phase may move. They move in order of *Initiative,* with the highest moving first. If both players have several men with the same *Initiative* then they move alternately until all such men have been moved.

Jet scooters moving this phase do so according to the *Initiative* of their pilot. Moving jet scooters may fire (subject to a penalty) whilst they are moving, but not at any other time. They may fire a maximum of two shots as long as they move at least five hexes between each shot.

D. Firing Phase — All men, whether or not they have moved, may fire (once) during this phase.

Stationary jet scooters may fire (once) during this phase. Jet scooters which moved in the last phase may not fire during this phase.

Firing is in order of *Initiative* levels. The effects of each shot are applied before the next shot is taken.

E. Close Combat Phase — Men engaging in close combat do so as described in the section on *Close Combat.*

F. Reaction Phase — Men who have seen a friend within ten metres fall as a result of enemy fire, or been within ten metres of the centre of an explosion, this turn must take a reaction test (see *Reaction* section).

G. End-of-turn — A D20 is rolled for each area obscured by smoke; on a roll of 20, the smoke disperses. The next turn then begins.

Movement.

Men have a Movement Value which is dependent on the armour they are wearing (see the Movement Matrix). Various factors, such as running, may cause this to be modified.

Restrictions on Movement

Men cannot move backwards. That is, their direction of movement must be through their facing arc. They can turn round, of course, but incur a negative movement modifier for doing so.

Men may move to within one metre of an enemy only if that enemy is dead, disabled or unconscious, or if they are initiating close combat.

Men may not move through blocking terrain. Terrain features which block ground movement are: intact walls, fences, etc., over 2m high; closed doors and gates; vehicles and other heavy equipment, whether wrecked or intact. Men may finish their move by boarding a vehicle, or start their move by getting out of one.

Movement in the air

Men may fly on jet scooters or with a jet pack. Men and vehicles in flight move faster than on the ground, but may make better targets.

Jet packs enable men to fly at low altitudes and to jump walls and other obstacles. Both hands are required to control the jet pack, so men using one may not shoot – unless they land in the Movement Phase of a turn, in which case they may shoot in the Firing Phase. Men wounded whilst in flight may crash or be forced to land (see the *Effects or Wounds* section).

Jet scooters (the term includes jet cycles, jump scooters, etc.) are lightly armoured flying vehicles piloted by one rider and mounting a heavy laser. Jet scooters and their pilots hit while flying may also crash or be forced to land.

Manoeuvring Restrictions

Men using jet packs must move six metres in a straight line between any change of facing; jet scooters must move ten metres in a straight line between any change of facing. Such changes of facing may only be up to 60° at a time.

MOVEMENT ALLOWANCES IN FLIGHT

Vehicle	Move Distance (in Metres)		Deduction from Maximum Move
	Maximum	Minimum	for Take-off or Landing*
Jet pack	60	10	16
Jet scooter	150	20	40

(*Double this deduction if taking-off and landing in one turn).

Jet scooters may not move on the ground, though they may skim. This involves flying at very low altitude – about 0.5m. There is no take-off or landing deduction in these circumstances, as the vehicle does not have to climb, but the pilot should use caution; it is easy to crash into obstacles while skimming as the restrictions on manoeuvring still apply.

A man may always change facing even if his Movement Value is 1 or less.

Example: A man wearing a spacesuit (Movement Value 5) wishes to turn around, run, and fall prone at the end of his movement. His Movement Value is modified as follows: Change facing by up to 180%-1; running +5; falling prone from standing -2. His Movement Value for that turn is therefore 5 - 1 + 5 - 2 = 7, for a maximum movement distance of 6 metres.

MOVEMENT MATRIX

Armour Protection on Body	Movement Value	Maximum Move in Metres
	1 or less	0
	2	2
	3	2
	4	2
Light Armour, Spacesuits:	5	4
Flak, Mesh:	6	4
Power Armour, Unarmoured:	7	6
	8	6
	9	10
	10	12
	11	18
	12 or more	24

Movement Modifiers
(+ or - to Movement Value)

Running*	+5
To crouch from standing	-1
To fall prone from crouching	-1
To fall prone from standing	-2
To stand from crouching	-1
To stand or crouch from prone	-2
To change facing by up to 180°	-1
If wearing jet pack	-1
If carrying missile launcher or conversion beam projector	-1
To pick up or carry another man	-2
Crawling	-4
To open or break down normal door, gate, window, etc.	-2
To cross obstruction such as wall or fence (must be less than 2 metres high)	-2
For each light leg or body wound	-2
For each serious arm wound	-2

(*This represents not only actual running but any hastened action. For example, a man in Light Armour, normally moving 4m — Movement Value 5 — could "run" while crawling, i.e. crawl quickly; his Movement Value would then be 5 + 5 - 4 = 6, for a maximum possible move of 4 metres.)

Firing

A man may fire at any target that he can see; remember that men can see only through the 180° arc to their front. In some cases a man may fire at targets he cannot see (see Firing Blind, below).

Stationary figures may fire twice in one turn — once in the Movement Phase and once in the Firing Phase. Moving jet scooters may fire twice in one turn, both shots being taken in the Movement Phase. Otherwise, men who move may only shoot once, in the Firing Phase, and suffer a positive Shooting Modifier (see the Shooting Matrix).

Line of Sight.

A man can see to his front, but not behind him. He cannot see through or fire through other figures, walls over 1.5 metres high, vehicles, buildings and other similar obstructions, except that he can see and fire over prone figures.

Without visual aids such as image intensifiers men cannot see through smoke, and can see only ten metres if in darkness. Men with visual aids can see in the dark, and through smoke to a limited extent — they suffer a positive Shooting Modifier when shooting through smoke (or may choose to fire blind).

Men and vehicles in flight can see and be seen over all obstacles to vision.

Cover.

Targets may be protected by cover in two ways.

Firstly, all cover may partially or totally hide a figure from sight. Bushes, fences, etc., will afford this type of protection only. Shots at an obscured target suffer a positive shooting modifier.

Secondly, hard cover (walls, vehicles etc.) affords complete protection to those areas of the body it shields from all but explosive weapons, and affords partial protection against these. (See *Effects of Explosions).* Thus, for instance, a figure firing from behind a wall is shot at with a laser rifle. Only his head and arms are exposed, so if the Shooting Matrix indicates a hit in the body or legs the shot has hit the wall and has no effect.

How to Fire with all Weapons but Grenades and Missiles

Firing at Visible Targets

(1) Determine the range in metres to the target. Add ten metres to the range if firing at targets in flight, or firing from a jet scooter. Then double the range if firing a hand weapon. Locate the appropriate range column on the Shooting Matrix.

(2) Adjust the range column according to the Modifiers in the Shooting Modifiers Table.

(3) Roll a D20 against the adjusted column to determine whether a hit is scored. This will also indicate where the shot has hit (head, body, etc.). A successful hit will not always get through the target's armour, however; refer to the Armour Penetration Table for the effect of the shot.

Firing Blind

Men firing blind (into or from smoke, for example) have a small chance of hitting the two figures nearest to them (and in front of them). Roll two D6:

2-10 Shot goes wild and hits no-one

11 Shot hits nearest crouching or standing figure

12 Shot hits the two nearest crouching or standing figures if they are within 3 hexes of each other. Otherwise the nearest figure only is hit.

(Roll on the 0-5 column of the Shooting Matrix to determine the location of a blind hit.)

The maximum range of blind firing is 60 metres; no hits can be scored beyond this range.

How to Fire Explosive Weapons

Grenades and Missiles are classified as explosive weapons. They are fired from portable launchers.

Grenades are (and missiles may be) fired at a particular point rather than at a man or vehicle. Use the Shooting Matrix as usual, except that none of the target modifiers apply, of course. If any hit is scored then the grenade or missile explodes on the target point, otherwise it scatters (see below).

Missiles fired at a specific man or vehicle use the Shooting Matrix in the usual manner. If a hit is scored, the target is affected according to the *Missile* column of the Armour Penetration Table, and men and vehicles within 5 metres of the target are affected according to the *Explosion* column. (The advantage of firing a missile directly at a given individual is that direct hits by a missile are considerably more devastating than an explosion, as can be seen at once from the Armour Penetration Table. The disadvantage is that target modifiers, such as running or crouching target, will apply on the Shooting Matrix.) Otherwise the missile scatters.

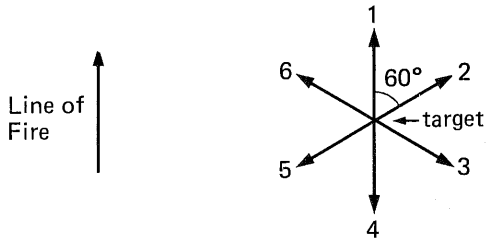
Scattering

Grenades and missiles which miss their target will scatter or explode elsewhere. *Missile scatter:* Missiles travel along a straight line between the firer and the target

and will fall short or overshoot if they scatter. Roll three D6, and from the total substract 2 for every 10 metres range to the intended target, up to a maximum deduction of 8. Double the result. This is the number of metres that the missile overshoots (if the result is positive) or falls short (if the result is negative). A result of 0 means that the missile falls two metres short.

Missiles that overshoot will explode sooner than the indicated overshoot if their trajectory takes them into an obstructing wall or similar hard obstacle.

Grenade scatter: Grenades scatter according to the range to the target and the template shown:



Roll one D6 to determine direction of scatter, then a second to to determine distance, thus:

Range to Target (in metres)		Distance of Scatter (in metres)		
		2	4	6
0 – 20	Die roll:	1 – 6		
21 – 40		1 – 3	4 – 6	
41 – 60		1 – 2	3 – 4	5 – 6

Grenades have a maximum range of sixty metres.

Firing explosive weapons at targets in flight

Grenades may not be fired at flying targets. Missiles which miss a flying target are considered to explode harmlessly a long way beyond the target.

Firing blind with explosive weapons

Grenades fired into or through smoke scatter as though fired at maximum range. The designated point of impact may be either the nearest point of the area of smoke fired at or the centre of the area of smoke fired at

Missiles fired blind into smoke will not hit anyone. They will scatter as normal from the centre of the area of smoke fired at.

Grenades or missiles fired blind from smoke or in darkness explode 6 to 36 metres (twice the score shown on three D6) along the chosen line of fire. Missiles fired blind in this way will not hit any one.

Effects of Explosions

Soft cover within three metres of an explosion is destroyed. Soft cover provides no protection against an explosion.

Hard cover within one metre of an exploding missile is destroyed. Men who were sheltering behind such cover will be shielding from the explosion to some extent (see Armour Penetration Table). Men further away protected by intact hard cover will not be harmed.

Missiles hitting a wall or hard cover explode on impact, creating a breach 2 metres wide in walls etc., and affecting figures within 5 metres as normal.

Grenades will not destroy hard cover. Targets protected from a grenade explosion by hard cover will be unharmed by it.

Men and vehicles within 5 metres of an explosion may be wounded or damaged by it (see Armour Penetration Table), unless protected by cover. Those further away will not be hurt.

All men within 5 metres of an explosion will be knocked prone, and may take no further action for the remainder of the turn.

Maximum and Minimum Ranges

Grenades may be fired to a maximum range of sixty metres, though they may scatter beyond this.

Hand weapons, except flamers, have a maximum range of 120 metres. Moreover, the range for such weapons counts as double its actual value. (For example a range of 100 metres would be treated as a range of 200 metres, and (if no modifiers applied) would be resolved on the 151-200 column of the Shooting Matrix.

Hand flamers have a maximum range of 20 metres, and the range is counted as double, as above.

Jet scooters in flight cannot shoot at targets nearer than 10 metres. Note also that the laser mounted on a jet scooter has an arc of fire of only 60° – i.e. 30° to either side of the direction of flight.

Shooting at a Group

Men may choose to shoot at several closely grouped figures rather than at one particular target. This is possible with all weapons except grenade and missile launchers, hand flamers and needle pistols. They suffer a positive shooting modifier for doing so, but roll to hit each member of the group.

A group is two figures within six metres of each other or three figures each within three metres of another in the group or four figures each within two metres of another in the group, and so on.

Special Grenades and Missiles

Gas, Stun and *Smoke* grenades and missiles are available. They may be fired only at hexes, not at specific individuals. Determine hits and scatter as above. They do not explode, but have the following effects.

Gas Such weapons will disable all men (not robots) within five metres of the impact, except those wearing some form of breathing apparatus (including spacesuit) or gas mask. Disabled men may take no further action during the game.

Stun These may knock out all men (not robots) within 5 metres. Roll D20 for each potential victim:

1 – 15	Victim is knocked unconscious
16 – 20	Victim is unaffected
Die roll adjustments:	+9 if wearing power armour;
	+2 if wearing light armour on head & body

Smoke Grenades and missiles with this facility produce a 10 metre diameter circle of smoke, flashes and electrical interference collectively termed smoke. Men must fire blind through smoke unless they have visual aids, and even then they suffer a positive Shooting Modifier.

Hand Grenade

These behave in all respects as equivalent grenades fired from a launcher except that they have a maximum range of 15 metres. Throwing a grenade counts as firing.

Shooting Modifiers

Target running this turn	+3 col	Target is a jet scooter on the ground	–1
Target walking this turn	+1	Shooter suffering serious arm wound	+4
Target crouching	+1	Shooter suffering light arm wound	+2
Target prone	+2	Shooting at a group	+3
Target partially concealed	+1	Shooter running this turn, or firing from damaged jet scooter	+2
Target (flying) moved over 80 metres during the turn	+6	Shooter firing weapon he cannot use effectively (see *Specialist Skills)*	+2
Target (flying) moved 40 to 80 metres during turn	+4	Shooter walking this turn	+1
Target (flying) moved 20 to 39 metres during turn	+3	Shooter firing from standing position	+1
Target is a robot	–1	*Combat Ability* 8 or less	+1
Target is flying using jet pack	–1	*Combat Ability* 14 – 17	–1
Target is flying using jet scooter	–2	*Combat Ability* 18	–2
		For every two metres of smoke fired through*	+1

(*Only men with visual aids may attempt this; others must fire blind).

Total all applicable modifiers. If the result is positive, adjust the range column that many columns to the right. If negative, adjust that many columns to the left.

If the column is adjusted to the right past the 'over 400' column, no hit is possible.

If the column is adjusted to the left past the '0 – 12' column, use the '0 –12' column.

SHOOTING MATRIX

Die roll	Range in metres 0-12	13-24	25-50	51-100	101-150	151-200	201-300	301-400	over 400
1	B	B	B	B	B	B	B	B	B
2	B	B	B	B	B	B	B	B	L
3	B	B	B	B	B	B	B	L	A
4	B	B	B	B	B	B	B	L	H
5	B	B	B	B	B	B	L	A	–
6	B	B	B	B	B	L	L	A	–
7	B	B	L	L	L	L	L	H	–
8	L	L	L	L	L	L	A	–	–
9	L	L	L	L	L	L	A	–	–
10	L	L	L	L	L	A	A	–	–
11	L	L	A	A	A	A	H	–	–
12	A	A	A	A	A	A	H	–	–
13	A	A	A	A	A	A	–	–	–
14	A	A	A	A	A	H	–	–	–
15	A	A	A	A	H	H	–	–	–
16	H	H	H	H	H	–	–	–	–
17	H	H	H	H	–	–	–	–	–
18	H	H	H	–	–	–	–	–	–
19	H	H	–	–	–	–	–	–	–
20	H	–	–	–	–	–	–	–	–

B = hit in body
L = hit in leg
A = hit in arm
H = hit in head
– = miss

Refer to the Armour Penetration Table to determine the effect of a hit.

If a hit is scored on a jet scooter and pilot roll one D6:

1 – 2 pilot hit as indicated.
3 – 6 jet scooter hit.

Close Combat

Individuals may move to within 1 metre of an enemy who is not dead, disabled or unconscious only if they engage in hand-to-hand combat. Men thus engaged may not move later in that turn, though they may shoot.

Close Combat is resolved as follows:

1 The man with the higher *Initiative* consults the Close Combat Table and locates the column appropriate to the weapon he carries. He then adjusts the column according to any applicable modifiers and rolls against the adjusted column using a twenty-sided die. If a hit is scored, he consults the Armour Penetration Table to determine the effect, which is applied immediately.
2 If the second man is still able, he acts as in step 1.
3 The first man repeats step 1 (if able).
4 The second man repeats step 1 (if able).
5 If both men are still not dead or disabled, the man who started the combat by moving into contact is moved two metres away by the player operating him. The two combatants are then turned to face each other if they are not already doing so.

CLOSE COMBAT MATRIX

Die Roll				Bare Hands or Shoulder Weapon	Knife, Power Glove or Robot	Handgun, Sword or Fixed Bayonet			
1	B	B	B	B	B	B	B	B	B
2	L	B	B	B	B	B	B	B	B
3	A	L	L	B	B	B	B	B	B
4	H	A	L	L	L	B	B	B	B
5	—	H	A	L	L	L	B	B	B
6	—	—	A	A	L	L	L	B	B
7	—	—	H	A	A	L	L	L	B
8	—	—	—	H	A	A	L	L	L
9	—	—	—	H	A	A	L	L	L
10	—	—	—	—	H	A	A	L	L
11	—	—	—	—	H	H	A	A	L
12	—	—	—	—	—	H	A	A	A
13	—	—	—	—	—	H	H	A	A
14	—	—	—	—	—	—	H	A	A
15	—	—	—	—	—	—	H	H	A
16	—	—	—	—	—	—	—	H	H
17	—	—	—	—	—	—	—	H	H
18	—	—	—	—	—	—	—	—	H
19	—	—	—	—	—	—	—	—	H
20	—	—	—	—	—	—	—	—	H

B = hit in body
L = hit in leg
A = hit in arm
H = hit in head
— = miss

Refer to the Armour Penetration Table to determine the effect of a hit.

Close Combat Modifiers

Using force sword or force knife	+1	column
If wearing Power Armour (includes robots)	+2	
Combat Ability = 18	+1	
Using hand gun and sword or knife	+1	
Attacking opponent from the rear	+1	
If crouching	-1	
If prone	-3	
If attacked from the rear	-2	
Fired shoulder arm this turn before Close Combat	-1	
For each light wound	-1	
For each serious wound	-2	
Combat Ability less than opponent's	-1	
Combat Ability 5 or more less than opponent's	-1	
Opponent is a robot	-1	
Opponent using sword or bayonet	-1	
Opponent using force sword or force knife if attacker is not	-1	

All modifiers are cumulative. Positive modifiers cause a column shift to the right, negative ones a shift to the left.

Armour Penetration

Once a target has been hit, either by shooting or in close combat, the effect of the hit must be determined and applied before play continues. The severity of the wound or damage caused will depend upon the weapon responsible and upon the degree of protection of the target.

The Shooting Matrix and the Close Combat Matrix give the location of any hits scored (head, body, arms or legs). Hits on vehicles such as jet scooters have no location; the whole vehicle is affected. Determine the location of hits upon victims of explosions by rolling one D20 as follows:-

Score	Hit Location
1-6	Body
7-12	Legs
13-16	Arms
17-20	Head

Determine the armour protecting that part of the target which was hit. This should have been decided upon and recorded for each man or vehicle before play started.

Refer to the Armour Penetration Table and locate that part of the table appropriate to the armour worn. Next, find the column for the weapon which scored the hit. Roll a D20, adjust the score according to the Armour Penetration Modifiers, and refer the adjusted score to this column. This will show the effect of the hit.

Example: A man has been hit in the arm by a force sword during close combat. He is wearing no armour on the arms, so he locates the 'None' part of the Armour Penetration Table and then the 'Force Blade' column. A D20 is rolled, scoring 11. No modifiers apply, so this is read directly against the 'Force Blade' column as an effect of SW. The man has taken a serious wound to his arms.

Armour Penetration Modifiers

If shot by a laser rifle, bolt rifle, assault rifle or needle rifle	–1
If shot by a heavy laser rifle or autolaser	–2

If shot by a heavy bolt rifle or machine gun (not pistol) −2
If within 1 metre of an explosion −2
If 1 to 3 metres from an explosion −1
If protected from a missile explosion by hard cover destroyed in the explosion +2
For each LW to the wielders arm when struck by a blade or force blade +1
(remember two LW = one SW)
If hit scored on jet scooter, etc. +2

ARMOUR PENETRATION TABLE.

Armour on Body Area Hit	Effect	Weapon													
		Laser	Bolt	Bullet	Needle	Hand Flamer	Blade	Force Blade	Power Glove	Explosion	Missile	Conversion Beam	Bare Hands
None	D	1–4	1–8	1–4	1–3	1–8	1–4	1–5	1–8	1–5	1–10	1–10	1
	SW	5–15	9–15	5–15	4–12	9–15	5–15	6–16	9–16	6–14	11–20	11–20	2–6
	LW	16–20	16–20	16–20	13–19	16–20	16–20	17–20	17–20	15–19	—	—	7–12
	NE	—	—	—	20	—	—	—	—	20	—	—	13–20
Flak	D	1–4	1–6	1–4	1–2	1–6	1–3	1–5	1–8	1–4	1–10	1–10	1
	SW	5–13	7–14	5–13	3–9	7–14	4–12	6–14	9–16	5–12	11–20	11–20	2–4
	LW	14–18	15–19	14–18	10–14	15–19	13–18	15–19	17–20	13–17	—	—	5–10
	NE	19–20	20	19–20	15–20	20	19–20	20	—	18–20	—	—	11–20
Mesh	D	1–3	1–3	1–2	1–3	1–4	1–2	1–4	1–6	1–3	1–8	1–8	—
	SW	4–10	4–10	3–8	4–10	5–11	3–6	5–11	7–13	4–10	9–17	9–19	1–2
	LW	11–15	11–16	9–13	11–16	12–17	7–12	12–16	14–20	11–16	18–20	20	3–6
	NE	16–20	17–20	14–20	17–20	18–20	13–20	17–20	—	17–20	—	—	7–20
Light	D	1–3	1–2	1	—	—	1	1–3	1–4	1–2	1–6	1–7	—
	SW	4–8	3–6	2–4	—	1–4	2–3	4–7	5–9	3–7	7–14	8–18	—
	LW	9–11	7–10	5–8	1–3	5–10	4–6	8–10	10–15	8–10	15–20	19–20	1–2
	NE	12–20	11–20	9–20	4–20	11–20	7–20	11–20	16–20	11–20	—	—	3–20
Power *(or hit on jet scooter)*	D	1	1	1	—	—	—	1	1–3	—	1–4	1–6	—
	SW	2–5	2–4	2–3	—	1–2	1	2–4	4–7	1–4	5–12	7–14	—
	LW	6–8	5–6	4–5	1	3–4	2–3	5–7	8–12	5–7	13–18	15–18	—
	NE	9–20	7–20	6–20	2–20	5–20	4–20	8–20	13–20	8–20	19–20	19–20	1–20

Effects

D = Dead
SW = Serious Wound
LW = Light Wound
NE = No Effect – victim unhurt

Effect of Wounds

We must consider both the effects of wounds upon men and the effects of "wounds" (i.e. damage) upon vehicles such as jet cycles.

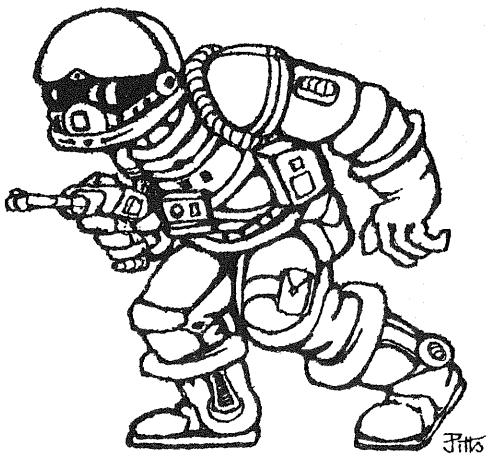
Effects of Wounds on Men

Type of Wound	Effect	Effects Dependent on Wounded Area
SERIOUS	Victim falls over when wound inflicted. –5 *on Initiative* per SW.	LEGS: movement limited to crawling 2 metres per turn. ARMS: +4 Shooting Modifier; –2 Movement Modifier. BODY or HEAD victim disabled; no further action this game, but will recover for subsequent games if carried to safety.
LIGHT	–2 on *Initiative* per LW	LEGS: victim falls over when wound inflicted; –2 Movement Modifier. ARMS: +2 Shooting Modifier. BODY: –2 Movement Modifier. HEAD: victim knocked out and remains unconscious until he rolls a 6 on a D6 during a Recovery Phase. (Robots may not be KO'ed.)

Cumulative Effects of Wounds to Same Body Area

HEAD	– 2 LW = 1 SW ; 2 SW = Dead
BODY	– 3 LW = 1 SW ; 3 SW = Dead
ARMS or LEGS	– 2 LW = 1 SW ; 2 SW = Disabled ; 3 SW = Dead

In any case, a total of 4 SW in any locations (e.g. 2 body, 1 arm and 1 leg) equals dead.



Effects of Wounds on Men in Flight

When a man is wounded while flying (with a jet pack or jet cycle, for example) there is a chance that he will lose control, as follows:

LW in HEAD — crash
LW in BODY — roll D6. 1-5 = maintain control; 6 = crash
LW in ARMS — or LEGS — maintain control
SW in HEAD — or BODY — crash
SW in ARMS — roll D6. 1-2 = maintain control; 3-6 = crash
SW in LEGS — roll D6. 1-3 = maintain control; 4-6 = crash

Any crash will destroy the vehicle involved. The man will be hurt as if he had been within one metre of an explosion. The vehicle does not actually explode however, so nearby figures will be unhurt.

Damage to Vehicles

Type of "Wound" Sustained by Vehicle	Effect
"DEAD"	Vehicle destroyed; if in flight it crashes and explodes.
"SERIOUS"	Vehicle unusable, but repairable; if in flight it must land immediately, but the pilot will not be hurt.
"LIGHT"	Vehicle damaged but usable. Jet scooters have a reduced maximum speed of 100 metres per turn and suffer a Shooting Modifier of +2.

Damage accumulates as follows: LW + LW = SW ; SW + LW = DEAD.
Crashes and forced landings occur 2 — 12 metres ahead of the vehicle's position when hit. (roll two D6.)

Reaction

In certain circumstances, a man's reaction must be checked to see whether he panics. *Initiative* is important here; men with high *Initiative* are more likely to remain calm. Reaction must be tested in the following circumstances:

i. The individual sees a friendly figure within 10 metres fall over as a result of being shot.
ii. The individual is himself shot at, regardless of result.
iii. The individual is within 10 metres of the centre of an explosion.

Test ii. is taken at the time of shooting, immediately after determining the effect of the shot. The other two tests are taken in the Reaction Phase of the turn (see *Sequence of Play).*

Procedure for testing reaction

Add:
The individual's present *Initiative*
plus The score of one D6
plus All applicable Reaction Adjustments (see Reaction Table)

Refer the final total to the Reaction Table and apply the result immediately. Reaction results last for the remainder of the turn in which they are received and for the whole of the turn after that.

Reaction Table

Score	Result
10 or more	No effect. The individual remains calm and may take any action he chooses.
6 to 9	If in the open, the individual must move to the nearest cover not held by the enemy. If it is not possible to do this within one turn, he must fall prone. He may make no other movement. If already in cover, or when he falls prone or reaches cover, he may shoot normally but will suffer a modifier of +3 on the Shooting Matrix when doing so.
1 to 5	If in the open, the individual moves as above. If already in cover, he will not move. In any case, he may not fire.
0 or under	The individual retreats one move — to cover, provided he moves at least half his maximum possible movement allowance in so doing, otherwise as far from the enemy as possible. He may not fire. If he cannot move any further from the enemy he will offer to surrender if there are any enemies within 10 metres, or fall prone if there are not.

The *Score* referred to on the table is the individual's *Initiative* + the roll of a D6 + any relevant factors from the list below.

Reaction Adjustments

(All factors are cumulative)

Shot at this turn	-2
Shot at this turn by unseen enemy	-2
Hit this turn or caught in explosion	-4
Within 10 metres of the centre of an explosion this turn	-2
If not a *trained soldier*	-2
Wearing Power Armour	+2
Wearing light armour	+1
In cover	+1
In cover, building, defences or vehicle not occupied by the enemy	+1
Each friendly individual within 10 metres to move or shoot (max. of +5)	+1
Own leader within 10 metres	+1
Friendly cover, building, vehicle, etc. within 10 metres	+1
Each enemy individual moving or shooting & in sight within 20 metres (max. of -5)	-1
Any other enemy visible (regardless of number)	-1
Each dead or disabled friend within 10 metres and in sight (max. of -5)	-1
Unit leader is dead, disabled or unconscious	-2
No active friends within 20 metres	-2
Any friends within 10 metres falling prone or moving to cover owing to a reaction result	-1
Enemy-occupied cover, buildings, vehicles, etc., within 20 metres	-2
Cover, buildings, vehicles, etc., about which nothing is known within 20 metres	-1
Enemy robot within 10 metres	-2

Robots

The term "robot" refers to man-shaped automata. They generally move and fight like men, but they have the following special properties:

Robots move at the same rate as men in Power Armour.

Robots may not be hurt by needles or hand flamers.

Robots are larger than man sized, so make a better target. Thus men shooting at them receive a −1 Shooting Modifier.

Robots cannot be knocked unconscious, and "wounds" have no effect upon their *Initiative* . Otherwise "wounds" affect them as human beings.

Robots are not subject to reaction; they always act as desired.

Robots have an *Initiative* of 10 and a *Combat Ability* of 14.

Other properties of robots vary; descriptions of typical robots may be found in the section on *Technical Data.*

Specialist Skills

A man (but not a robot) may possess one or more specialist skills which allow him to carry out combat and other functions more effectively. Most of these skills are not easily acquired, and players should limit the number of men employing them. An approximate guide is given to the likelihood of a man possessing any particular skill, expressed as a % chance.

A) Trained Soldier. A *trained soldier* is able to handle effectively all shoulder, hand and close combat weapons, plus heavy laser and bolt rifles, and machine guns. He has a minimum *Combat Ability* of 11 and a minimum *Initiative* of 10. Men with *Initiative* and *Combat Abilities* lower than these have them increased to the minimum values when they undergo training. Men who are not *trained soldiers* suffer a reaction penalty.

Member of the armed forces or police forces 100%, others 40%.

B) Heavy Weapons. The ability to handle grenade launchers, missile launchers and conversion beam projectors effectively.

Member of the armed forces 30%, others 10%.

C) Weapons Specialist. A man who has received additional training in weapons handling, so that his *Combat Ability* has been increased to 14 or by two, whichever gives the highest value.

Member of the armed forces 15%, others 5%.

D) Combat Skills. Men who have received no formal military training but have spent their time in an environment where skill with weapons is a matter of life or death (e.g. hardened space pirates, adventurers etc.) attain a certain facility with their weapons fairly quickly. Men with this skill can use hand, shoulder and close combat weapons, plus heavy laser and bolt rifles and machine guns effectively. They count as *trained soldiers* for reaction purposes.

Those who are not *trained soldiers* 50%.

E) Power Armour. The ability to use, and fight in, *Power Armour.* Since this requires a certain amount of coordination, the skill is not common even in the armed forces. Of course, people with this skill who are not in the armed forces still have the problem of acquiring a suit of Power Armour.

Trained soldier 10%, others 2%.

F) Jet Pack. The ability to fly using a jet pack. Jet pack flying is a fairly common skill since it is called for in many occupations other than military ones, and is even regarded as a sport on some planets.

Trained soldier 90%, others 70%.

G) Jet Scooter Pilot. A pilot is able to operate a jet scooter effectively in

combat. Whilst many people are able to operate such vehicles and fly them well, the ability to use these machines in combat is not so common.

Anyone 10%.

H) Force Blade Master. In these days of conversion beams and battle robots this is more of a social skill than a military one. The use of such weapons is particularly common amongst officers of the Imperial armed forces. A man with this skill has his *Combat Ability* raised to 18 when using a force blade but at no other time.

Commissioned officers of the Imperium 75%, other commissioned officers 50%, others 5%.

I) Leader One. The ability to act as a commander for a small group (up to six) of other men. This would be a junior NCO or equivalent in the armed forces, or an experienced or able pirate or adventurer.

Anyone 20%.

J) Leader Two. The ability to act as a leader for larger groups of men. This category includes, for instance, commissioned officers of the armed forces and more powerful or charismatic adventurers. Only those with the *Leader One* skill can attain this level.

Men with *Leader One* skill 20%.

*K) Medic.** The name of this skill should be self explanatory. *Medics* may render first aid in combat and care for wounded members of combat teams, pirate gangs etc. Some training is required to attain this skill and it is not common.

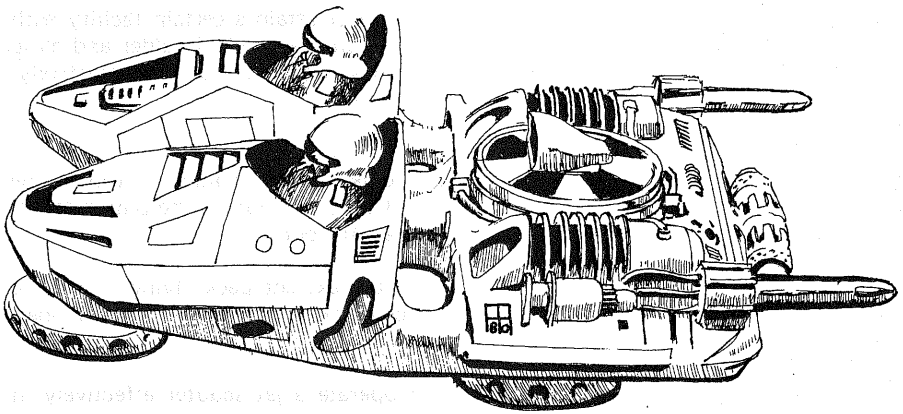
Anyone 5%.

*L) Technician.** A *technician* may effect battle field repairs to damaged suits of Power Armour, robots and jet scooters etc. As with *medic* this skill requires a certain amount of training, and is not common.

Anyone 5%.

**Medics and Technicians: First Aid and Repair.*

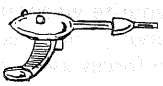
The use of either of these is to reduce an SW effect to LW or an LW to no effect. The presence of a trained *medic* or *technician,* with the appropriate kit, is required. Note that wounds inflicted upon men in Power Armour include damage to the armour and that the presence of both a *medic* and a *technician* is required. Time taken to administer first aid or repair is 3 to 18 game turns (sum of 3 D6), during which no other action can be taken. Any interruption means that a fresh start must be made.



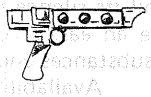
TECHNICAL DATA : WEAPONS AND EQUIPMENT

This section describes those weapons and items of equipment which are available to all combatants in *Spacefarers.* Most of these are readily available to members of the armed forces; the figures given for prices and chances of obtaining apply to the black market.

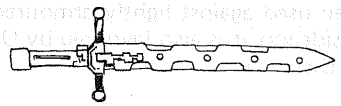
Needle Pistol



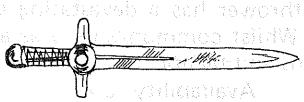
Laser Pistol



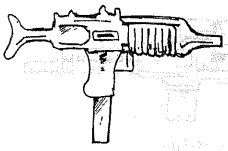
Bolt Pistol



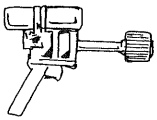
Force Sword



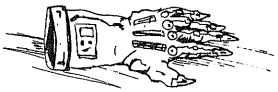
Normal Sword



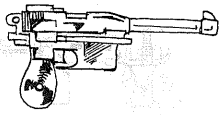
Machine Pistol



Hand Flamer



Powerglove



Hand Gun

Firearms

Hand Weapons

LASER PISTOL: A solid state laser incorporated into a handgun. It emits a beam of monochromatic red light when fired. A high performance capacitor built into the power pack allows fully automatic fire. It is not as powerful as the heavier laser weapons, but is more easily (and less obtrusively) carried.

Availability: 100%

Cost: 650 Imperial Credits

BOLT GUN: Also known as a gyrojet pistol. It fires spin-stabilized rocket-powered bolts, which are particularly effective against unarmoured or lightly armoured targets. Capable of fully automatic fire, it has the disadvantage of holding relatively few rounds of its bulky ammunition. Bolt guns are not often used by non-military personnel because of the high cost of this ammunition.

Availability: 70%

Cost: 650 IC.

MACHINE PISTOL: Simple but effective, a weapon that has stood the test of time. Traditionally the weapon of the criminal, revolutionary and terrorist they are readily available on the black market. They are still in use as a side arm with some of the Outworld armed forces.

Availability: 100%
Cost: 550 IC.

HAND GUN: A general term applied to semi-automatic pistols of various sorts. Readily available on the black market, their effectiveness as a combat weapon is limited. They tend to be used as sidearms by criminals.

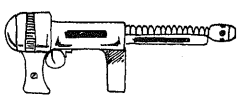
Availability: 100%
Cost: 450 IC.

NEEDLE PISTOL: A small, lightweight weapon firing needle-like projectiles. Its size and its silence make it a favourite weapon with assassins, and with others who require an easily concealed weapon. The needles may be coated with narcotic or toxic substances and many police forces use narcotic needles.

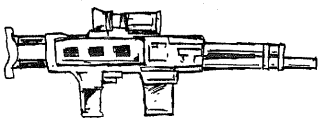
Availability: 100%
Cost: 200 IC.

HAND FLAMER: Although it has a range of only twenty metres, this miniature flame-thrower has a devastating effect when used against lightly armoured individuals. Whilst commonly used as a military sidearm it is also favoured by Outworld assassins and fanatic killers such as the Dark Disciples.

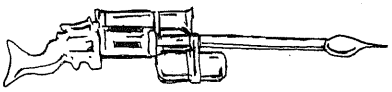
Availability: 5%
Cost: 400 IC.



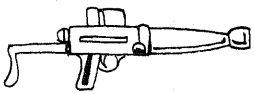
Laser Rifle



Bolt Rifle



Needle Rifle



Assault Rifle

Shoulder Weapons

LASER RIFLE: The standard military small arm of the Imperium. Lightweight, capable of fully automatic fire and with few ammunition restrictions, it fills this role admirably. It is slightly less effective against unarmoured targets than some other shoulder weapons, but is much the best against those in Power Armour.

Availability: 40%
Cost: 1000 IC.

BOLT RIFLE: The standard military small arm of the Dark Disciples. Capable of fully automatic fire, it is most effective against unarmoured opponents. A larger magazine alleviates the problems of shortage of ammunition experienced with bolt guns.

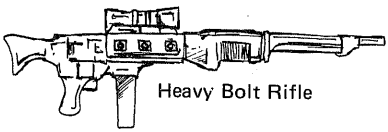
Availability: 40%
Cost: 800 IC.

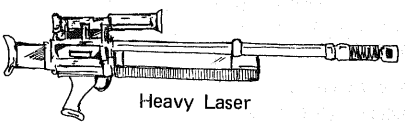
NEEDLE RIFLE: This weapon tends to be used by police and security forces rather than by the military, and is thus easier to obtain than the above two weapons. As with the needle pistol it may fire narcotic or toxic needles, but unlike the pistol it is capable of fully automatic fire. The weapon is sometimes issued to low quality military units, especially those carrying out garrison duties on unimportant planets.

Availability: 50%
Cost: 400 IC.

ASSAULT RIFLE: A largely outdated but still effective weapon. Military use is limited to a few local defence forces, but it is commonly used by hunters and similar sportsmen. Because of this it tends to find its way into the hands of the criminal fraternity fairly easily.

Availability: 70%
Cost: 750 IC.


Heavy Bolt Rifle


Heavy Laser

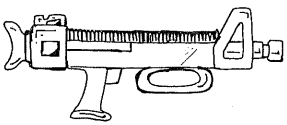
Explosive

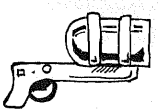
Stun

Smoke

Gas

Grenades


Auto Laser


Grenade Launcher

Heavy Weapons

HEAVY LASER RIFLE and *AUTOLASER:* The first of these is the standard infantry support weapon of many armed forces. The second is a shorter version of the first, less powerful but with a greater rate of fire, which is favoured by those pirates and adventurers who can obtain one. The effect of the two weapons is the same.

Availability: 20%
Cost: 3000 IC.

HEAVY BOLT RIFLE: Another standard infantry support weapon, it is most commonly encountered in the hands of the Dark Disciples.

Availability: 20%
Cost: 3000 IC.

MACHINE GUN: Still in use with some local defence forces, occasional specimens find their way to pirate gangs.

Availability: 20%
Cost: 2250 IC.

GRENADE LAUNCHER: Strictly a military weapon and difficult to obtain on the black market. It launches *explosive, stun, gas* or *smoke* grenades to a range of 60 metres.

Availability: 5%
Cost: 3000 IC.

MISSILE LAUNCHER: Another strictly military weapon. It fires 40mm rocket powered missiles which have a similar effect to, but a greater range than, grenades. The weapon has the disadvantage of being rather heavy and bulky.

Availability: 2%
Cost: 4000 IC.

CONVERSION BEAM PROJECTOR: Normally available only to the military forces of the Imperium, this weapon projects a beam which affects electrons in the target. Their charge is reversed and atomisation results. The beam operates for only a fraction of a second at a time and so will not blast a way through large obstacles, but it is deadly against smaller targets. The weapon is rather weighty.

Availability: 1%
Cost: 8000 IC.

Ammunition

Spare powerpacks or magazines, as described in the rules, are available for each weapon. One to six (roll one D6) of these may be available with the weapon when it is first bought. Others may be purchased later (availability is the same as that of the appropriate weapon). In any case the prices are as follows:-

Weapon	Price of Powerpack or Magazine in Imperial Credits
Laser pistol	30
Laser rifle	50
Heavy laser rifle/Autolaser	150
Bolt gun	20
Bolt rifle	50
Heavy bolt rifle	120
Machine pistol	25
Hand gun	10
Assault rifle	35
Machine gun	90
Needle gun – standard	10
– Ladon Narcoplasm	30*
– NT II/23	50*
Needle rifle – standard	25
– Ladon Narcoplasm	70*
– NT II/23	120*
Hand flamer	20
Grenades – per rack of any type	50
Missiles – per rack of any type	75
Conversion beam projector	150

(* see optional rules)

Close Combat Weapons

KNIFE: This describes any dagger or dagger-like weapon, the most common sort being a Bowie knife about 30 cm long. Cheap, reliable and very useful in a survival kit they are used by virtually everyone.

Availability: 100%
Cost: 50 IC.

SWORD: A two edged cutting weapon about one metre in length. It is affected as a status symbol by some Outworld nobility, and is also used in environments where bullets or laser fire would endanger equipment (e.g. on board spaceships).

Availability: 100%
Cost: 300 IC.

FORCE KNIFE and *FORCE SWORD:* High technology (and very deadly) versions of the above weapons. When activated, a force-field generator pumps energy into the region in front of the handle and contains it there. This produces a column of plasma which is the "blade" of the weapon. It is usual to adapt such weapons to lock into a scabbard when not in use, in order to disguise their true nature until required.

Availability: 70%
Cost: Knife 400 IC; Sword 800 IC.

POWERGLOVE: A steel or titanium-alloy glove with built-in servomechanisms. It increases the user's grip strength so that he is able to crush armour. All suits of Power Armour include powergloves as a standard design feature.

Availability: 10%
Cost: 1000 IC.

Armour

Four grades of armour are available and these are described below. The prices given are for armour protecting the head and body only (referred to as *H & B),* limbs only *(L)* or a complete suit protecting the whole person *(CS).*

FLAK: This armour is light, cheap and fully flexible. It is also difficult to detect when worn under everyday clothing, a feature making it invaluable to the adventurer. Sudden impact causes the material to toughen instaneously over a large area, thus distributing and cushioning the force of the blow.

Availability: 100%
Cost: *H & B* 150 IC.; *L* 150 IC.; *CS* 300 IC.

MESH: The high technology version of chainmail. Interlocking links of Ladon Armorplas 29, a strong and highly reflective plastic, are held between two layers of synthetic fabric. Mesh, like Flak, can be easily concealed under clothing.

Availability: 100%
Cost: *H & B* 500 IC.; *L* 500 IC.; *CS* 1000 IC.

LIGHT ARMOUR: This armour is non-flexible and is therefore moulded to fit the users body. The usual materials for making light armour are a sky-blue aluminium ceramic called Sarulite or a tough plastic called Ladon Armorplas 37. The term "light" is something of a misnomer as both of these materials are heavier than flak or mesh.

Helmets constructed of L.A. 37 and incorporating image intensifiers, respirators and radios are standard issue to many armed forces.

Availability: 100%
Cost: *Helmet* 500 IC.; *H & B* 1000 IC.; *CS* 2000 IC.

POWER ARMOUR: Full armour of a titanium/steel/Sarulite composite incorporating a powered exoskeleton to increase the wearers' strength. A suit of Power Armour incorporates powergloves, image intensifier, a radio and a respirator with oxygen supply. It is therefore able to function as a spacesuit. Military issue only.

Availability: 1%
Cost: *CS* 8000 IC.

Vehicles

JET CYCLES: Also known as jet scooters, jump scooters and by several other names. These are single-seat VTOL vehicles used for personal transport, air-to-ground attack or, with the addition of carrying facilities, for carrying ammunition and the wounded around the battle field. A standard military jet cycle intended for ground attack would mount a heavy laser and be armoured with the equivalent of Power Armour.

Availability: 20%
Cost: 8000 IC.

OTHER VEHICLES: These rules are not intended for use with larger combat vehicles, and it is envisaged that few will be in use anyway because of their size, vulnerability and cost. Players are free to introduce their own designs however.

Civilian transport vehicles are ubiquitous and varied. As an example of such vehicles a two seat hovercar would count as unarmoured, would have a top speed of about 250 metres per turn along a good road, and would cost about 200 IC if in good repair.

Robots

These expensive but effective pieces of equipment are usually humanoid and somewhat larger than man sized. The Devries Cyberbrain Mk. IV is a superb example of cybernetic engineering, but has long since reached the limits of its potential. Because of this all robots have similar mental abilities. Their physical capabilities are many and varied, however; two examples are given below and players are at liberty to add their own designs.

SECURITY ROBOT: Commonly used where human security personnel either cannot be obtained or cannot be trusted. Its characteristics are as given in the main rules, plus:

Armour protection equivalent to Light armour.
Visual sensors equipped with image intensifiers.
Capable of vocal and radio communication.
Typically armed with a grenade launcher firing stun grenades or with a needle rifle firing Ladon Narcoplasm treated needles.
Counts as using a powerglove in close combat.
Availability: 30%
Cost: 8000 IC.

BATTLE ROBOT: Normally used to support Power Armour troops in battle or in environments hostile to humans. Its special characteristics are:

Armour protection equivalent to Power Armour.
Visual sensors equipped with image intensifiers.
Capable of vocal and radio communication.
Typically armed with a heavy laser rifle.
Counts as using a powerglove in close combat.
Availability: 1%
Cost: 12000IC.

Other Equipment

SPACESUIT: The function of this item surely needs no explanation. Spacesuits are usually constructed of Sarulite and protect the wearer as if they were a complete suit of light armour. They incorporate an air supply and a radio and may be fitted with an image intensifier if intended for use in combat.

Availability: 100%
Cost: 4000 IC.

JET PACK: A personal propulsion device, worn on the back, which allows the user to fly. It is controlled by two hand grips whilst in flight (these fold back when not in use) so firing whilst in flight is not possible. Military uses are for reconnaissance and to move troops up to the battle zone rapidly. They are also popular with adventurers as they facilitate a quick getaway when things get rough.

Availability: 100%
Cost: 2000 IC.

IMAGE INTENSIFIERS: A visual aid necessary for effective vision through smoke and in darkness. Available as goggles, contact lenses or as sights for weapons.

Availability: 100%
Cost: Sights 200 IC.; Goggles 300 IC.; Contact lenses 500 IC.

RESPIRATOR: A breathing aid. Renders the wearer immune to the effects of gas.

Availability: 100%
Cost: 50 IC.

THROAT MICROPHONE AND HEADPHONES: A short range radio transmitter and receiver which allows communication over a range of thee kilometres. Invaluable in combat, when conditions would otherwise prevent effective communication over any distance much above 5 metres.

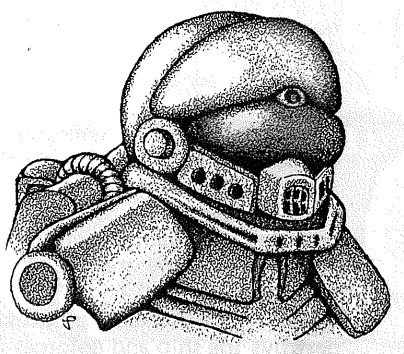
Availability: 100%
Cost: 50 IC.

TECHNICIAN'S REPAIR KIT: Essential for a *technician* to be able to carry out repairs. The kit contains tools, spare parts and general purpose emergency components sufficient for several repairs.

Availability: 100%
Cost: 800 IC.

MEDIC'S FIRST AID KIT: Without this item a *medic* cannot render effective first aid. It contains painkillers, tranquillisers, wide-spectrum anti-toxins, stimulants, emergency dressings and similar items necessary for battlefield medical aid.

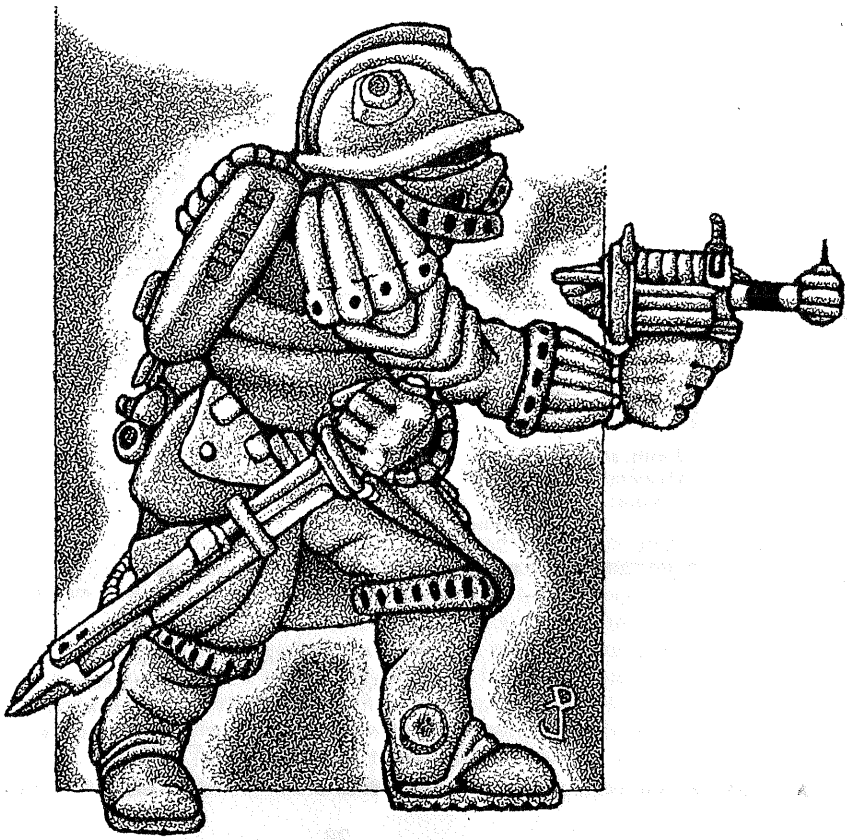
Availability: 100%
Cost: 1000 IC.



HISTORICAL BACKGROUND

1995 to 2001	First launching of unmanned probes to other star systems. Lunar colony established.
2012	Planets discovered in the Alpha Centauri system. Federal European Republic formed.
2013	USSR invades the Iranian Islamic Republic. After brief secession, Poland again falls to the Soviets.
2014	Lunar colony becomes self-supporting. Federal European Republic forces strike for the Middle Eastern oil fields as the energy crisis worsens on Earth. 175000 FER troops dead or missing. Soviets gain control of the oil fields.
2016	American nuclear strike on USSR Middle Eastern territories. Escalation leads to total nuclear war.
2017	*Starprobe 3* reaches Barnard's Star. Lunar colony establishes contact with pockets of civilisation in S. America, Southern Africa and Australasia.
2019	First solar power satellite goes on line. Seven more follow in the next three years. Beginnings of recovery on Earth.
2021	Mining of the asteroid belt begins. Contact lost with *Starprobe 3.*
2080	Earth civilisation now largely rebuilt; Earth and Luna form the Confederation of the Two Planets. Raw materials and power are abundant. The millenium has arrived, merely eighty years late.
2090	*Starprobe 4* reports habitable planets circling Epsilon Bootis. The Two Planets prepare for a manned mission at sublight speeds.
2094	Starship *Daedalus* is launched to the Alpha Centauri system. Objective: to establish a self-supporting colony in the asteroid belt there.
2120	*Daedalus* reports arrival at its target system.
2120 to 2200	Robot probes travelling at near-light velocities locate numerous habitable planets within 40 light-years of Sol.
2200 to 2300	87 planets are colonized by the Sol/Centauri alliance.
2304	Centauri colony demonstrates the Mgobu Effect for spacewarp travel. Faster-than-Light speeds now a reality. Travel time from Centauri to Earth: 6 days.
2304-2309	All colonies visited by Sol-Centauri starships.
2309 to 2400	The Sol-Centauri Starflight Corporation (SCSC) becomes dominant trading and political influence in human space, by means of its monopoly on FTL travel.
2407	Epsilon Indi builds its own FTL starship. SCSC destroys the ship and enforces its own government on

	the system. This is the first case of interstellar aggression in human history.
2407 to 2411	SCSC pre-empts possible criticism of its interstellar policy by usings its starfleet to take over control of all the colony worlds.
2450	Jonathon Mgobu III, owner of the Sol-Centauri starflight corporation, declares himself Emperor.
2450 to 2647	Imperial control over technology and resources available to outworlds. The aristocracy on Earth and Centauri fall into complacent decadence. Starflight, still technically an Imperial monopoly, is now available to anyone for enough money.
2648	Duenna rebels against Imperial rule. Most Imperial starships in the Duenna system mutiny and support the rebellion. Those that do not flee or are destroyed.
2648 to 2693	The Wars of Secession. By the end of these many colonies have freed themselves from the yoke of Imperial rule, but the Imperium remains the single most powerful group in human space.



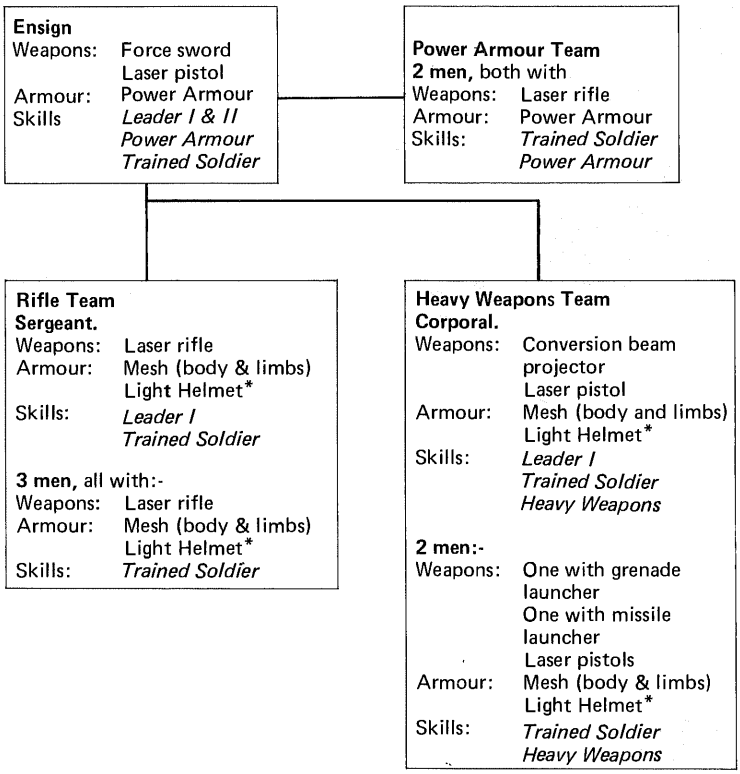
TABLES OF ORGANISATION

This section describes the official organisation, at squad and platoon level, of the Imperial Marines and of the Dark Disciples. It also attempts to give an idea of the organisation of the Star Patrol at an equivalent level, but since this is less formal (allowing greater flexibility) only an example is given.

The Imperial Marines

The standard Marine platoon is composed of three teams — one rifle team, one Power Armour team and one heavy weapons team — collectively under the command of an ensign. The Power Armour team would be led by the ensign himself, whilst the rifle team would be led by a sergeant and the heavy weapon team by a corporal. Four platoons comprise a company, and it is usual to attach three armed jet scooters to each company for reconnaissance and ground support. A company is commanded by a captain, who also commands one of the platoons in place of an ensign.

Imperial Marine Platoon



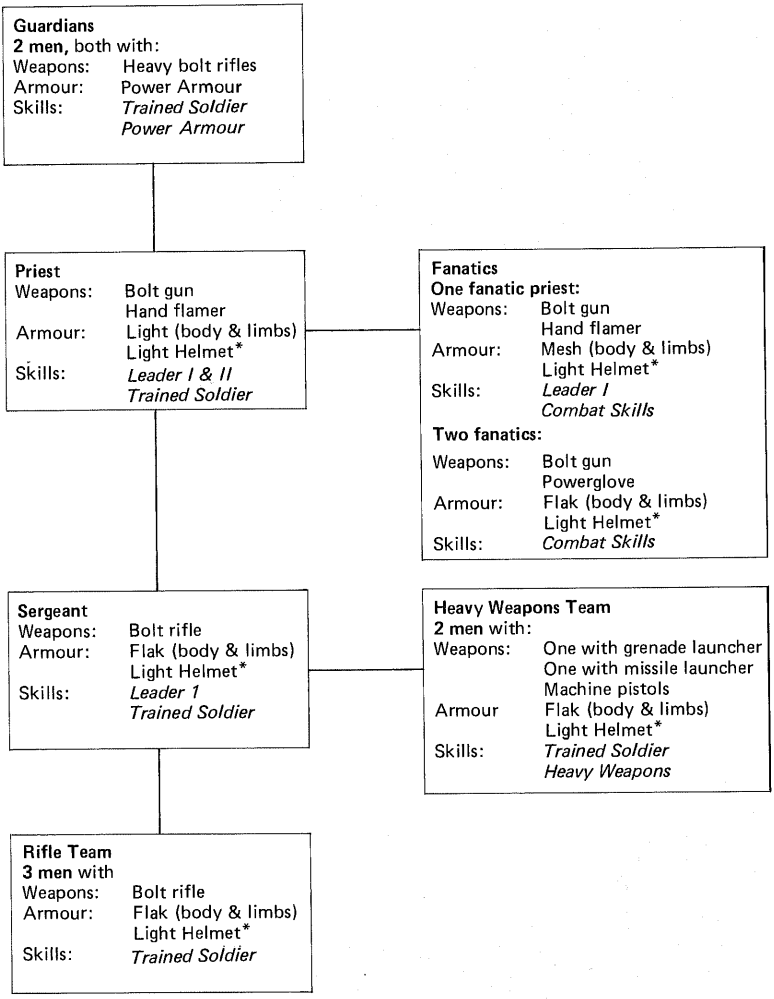
*Light Helmets incorporate those features described in *Technical Data.*

The platoon shown is a good quality combat platoon. The equipment, though not the organisation, would vary under some circumstances. A second rate platoon which is intended for garrison duty only might substitute light armour for Power Armour, needle rifles for laser rifles (not as effective but a lot cheaper) and arm its heavy weapon squad entirely with grenade launchers. A platoon intending to fight in an inimical environment would equip the rifle and heavy weapons teams with spacesuits. A reconnaissance platoon would have its men trained to use jet packs, but might replace its bulky heavy weapons with autolasers. A truly elite platoon would have at least some of its men trained as *weapons specialists,* and may even have some robots attached to its Power Armour team.

The Dark Disciples

The whole of Dark Disciple society is quasi-religious in structure and this is reflected in their armed forces. A platoon is composed of four teams – a rifle team, a heavy weapons team, a team of 'guardians' and a team of fanatics – all under the command of a priest. The rifle and heavy weapons team are military personnel under the command of a sergeant. The guardians are essentially a power armour team, also military personnel, which is directly under the command of the priest. The fanatic team is not composed of military personnel but of devout believers prepared to fight and die for their beliefs.

Dark Disciple Platoon

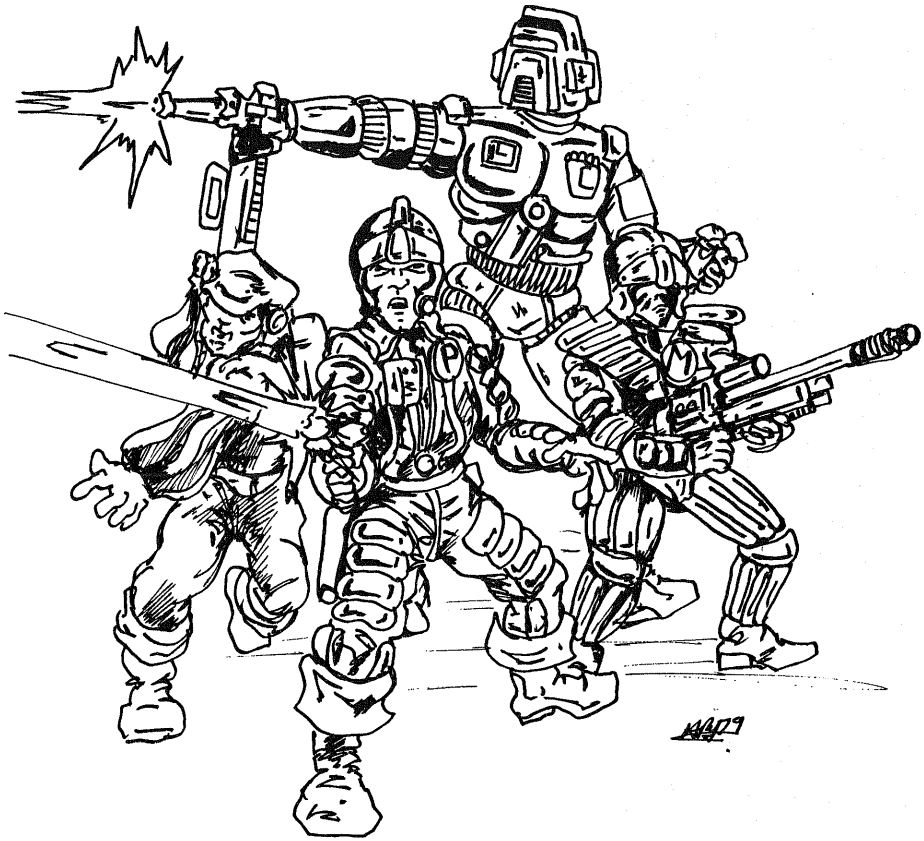


*Light Helmets incorporate those features described in *Technical Data*, i.e. image intensifiers, respirators and radios.

As with the Marine unit shown this is a good quality combat unit. A platoon not intended for front line combat duty would probably not include fanatics, though these may be replaced by soldiers. Bolt rifles might be replaced by machine pistols, and the guardians might only have light or even mesh armour. A unit suffering heavy combat losses, if not disbanded, might find trained soldiers being replaced by fanatics. On the other hand a really good unit might have men trained as *weapons specialists,* and may have a larger team of fanatics.

The Star Patrol

The Star Patrol is essentially a police force, rather than a military organisation, and to fulfil this role its units require more freedom and flexibility of action than a simple combat platoon. The typical Star Patrolman is a highly trained individual of considerable resourcefulness. He would operate as part of a team of from five to twenty men organised and equipped to deal with the mission in hand. Such a team is usually responsible to its Sector Controller, but if working with another team it may be subordinated to that team. Units working in conjunction with planetary police forces are sometimes responsible to the local chief of police.



Star Patrol Team

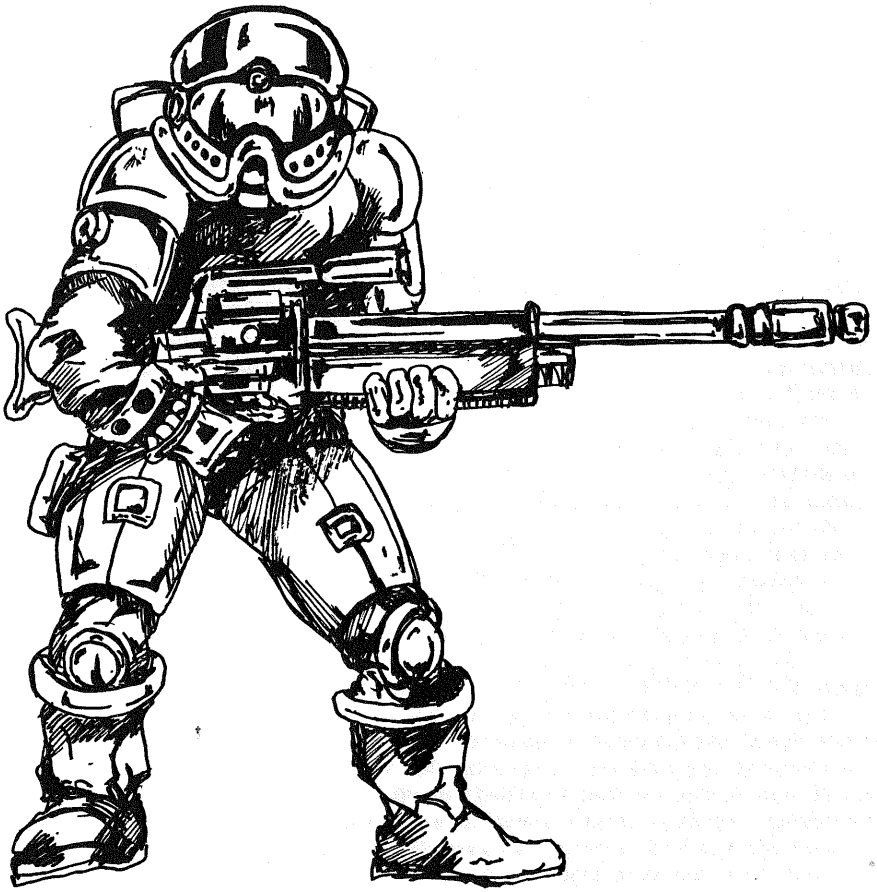
A typical team might contain seven men, trained as follows:-

a) *Leader I & II, Weapon Specialist, Jet Pack, Trained Soldier.*
b) *Leader I, Heavy Weapons, Jet Cycle Pilot, Jet Pack, Trained Soldier.*
c) *Power Armour, Jet Pack, Trained Soldier.*
d) *Heavy Weapons, Jet Pack, Trained Soldier.*
e) *Weapons Specialist, Jet Pack, Trained Soldier.*
f) *Medic, Jet Pack, Trained Soldier.*
g) *Technician, Jet Pack, Trained Soldier.*

Such a team would have the following equipment available:
7 laser rifles, 7 laser pistols, 7 needle rifles (to fire normal or Ladon Narcoplasm needles), 1 heavy rifle, 1 grenade launcher, 1 missile launcher, 1 armed jet scooter; 7 suits of Mesh armour, 7 light helmets, 1 suit Power Armour, 7 spacesuits (which are not to be fought in unless the environment requires it), 7 jet packs, repair and medical kits.

In situations where no back-up is available one man would be left out of any combat to ensure that a report could be made to the Sector Controller if the worst happened. The patrol also prefers to bring criminals back alive when possible; hence the needle rifles.

The concept of better or worse teams is meaningless; the only variation in the effectiveness of a team would be due to the number of men it possessed. The Patrol would always assign a team adequate to deal with the known situation and would attempt to ensure that support was available if needed.



INTRODUCTORY SCENARIOS

These scenarios are designed to familiarise the players with the basic systems of the main rules. They are reasonably balanced, but this is not their main concern. It is recommended that players read through the rules quickly two or three times, then attempt the first scenario working through each turn step by step. This will be slow at first, but as players become familiar with the rules they will speed up. For instance, in many cases the results of reaction tests will be obvious before they are taken, and movement rates are easily calculated once the basic principle is understood (the trick is to work out what a man is to do before you move him). Roll the die to determine whether a shot hits before calculating the range column to be used; long or difficult shots will miss on a high score anyway, saving further work.

During play keep your men spread out to avoid presenting grouped targets, but sufficiently close together to keep their morale up. Isolated men tend to head for cover when they are shot at. Use the option of shooting during the Movement Phase to restrict your opponent's movement and to force his men to keep their heads down during the Firing Phase. However, do not remain in one position; to win requires intelligent use of fire and movement. The use of smoke to restrict enemy firepower will be found to be vital to allow free movement and to prevent excessive casualties amongst your men.

Scenario 1: Planetary Assault.

Since the Wars of Secession the Kor-ar-el system had maintained a neutral stance, relying on its importance as a trading intermediary between the Imperium and the Outworlds to uphold the status quo.

In 271 PS the Disciples of Khava, also known as the Dark Disciples, began a military campaign against the Outworlds with the aim of securing a power base from which to challenge the Imperium. Twenty-two systems fell in quick succession but the Imperium refused to become involved despite repeated requests for help.

However in 278 PS the militarily powerful Republic of Disun, which controlled four systems close to Kor-ar-el, capitulated after three years of conflict. This disaster prompted a change in Imperial policy, so that when the Dark Disciples attacked Kor-ar-el itself an Imperial task force was ready and waiting.

As the fleets battled in space, a Disciple assault regiment was landed near the Estow spaceport. This was the only such facility on Ariadne, the second planet in the system, and was thus of considerable strategic importance. However, two battalions of Imperial Marines were defending the port and the Disciples were repulsed with heavy losses. In the closing stages of the action the Marines made several sweeps through the spaceport itself to eliminate an isolated Disciple platoon.

This scenario represents one such sweep.

Marine Force: use a platoon as described in the Tables of Organisation.

Dark Disciples: use a platoon as described in the Tables of Organisation.

Special rules: Using the map provided, set up the terrain on a suitably-sized table. Then deploy the Dark Disciples anywhere upon the table. The Marines move onto the table during the first movement phase. They may enter from any edge, but all must enter from the same edge.

The first player to kill or disable six enemy figures is the winner.

Scenario 2; Arrest!

In the years following the Wars of Secession there was a general climate of lawlessness amongst the Outworlds. As the worlds imposed trade restrictions to protect their own industries smuggling became profitable. In-system piracy, often covertly supported by the local government, was commonplace. In 28 PS five Outworld governments cooperated in the founding and maintenance of an interstellar police force. A quasi-military institution, the force was officially known as the Intersystem Trade Police, but it became popularly known as the Star Patrol.

As the benefits the Patrol brought became obvious other Outworlds joined in maintaining them and by 250 PS the Star Patrol was recognised and accepted by over 80 Outworld systems. The Imperium maintained its own, similar, intersystem police and the two forces would cooperate on matters which concerned them both.

During the early years of the Star Patrol's existence violent clashes with armed gangs of pirates were common. This scenario represents one such encounter.

The government of Reyan had secretly restored the spaceport on Lee's World, an Earth-sized but desert world abandoned during the Wars, and were allowing a small group of pirates to use it as a base in return for a substantial share of their takings. It was only a matter of time before the Star Patrol became involved.

Star Patrol: use the team described in the Tables of Organisation. The power armour and the space suits are not available, but the remaining equipment is. Only *stun* and *smoke* grenades/missiles may be used.

Pirates: Use the following forces for the pirates:-

(Key: C = Combat Ability, I = Initiative, TS = Trained Soldier and CSk = Combat Skills).

Pirate

a. C=8; I=14; Unarmoured. Machine pistol. *CSk.*
b. C=14; I=10; Flak (CS), Assault rifle, image intensifier sights, *TS.*
c. C=9; I=9; Unarmoured, Boltgun.
d. C=10; I=10; Flak (H & B), Assault rifle, *CSk.*
e. C=7; I=9; Unarmoured, Machine pistol.
f. C=9; I=10; Flak (H & B), Assault rifle, *CSk.*
g. C=13; I=12; Mesh (CS), Laser rifle, image intensifier sights, *Leader I, TS.*
h. C=10; I=12; Unarmoured, Assault rifle, *CSk.*
i. C=10; I=11; Flak (H & B), Machine pistol, *CSk.*
j. C=12; I=13; Mesh (H & B), Hand flamer, Bolt rifle, image intensifier sights, *Leader I & II, CSk.*

Four radios are available.

Special Rules: Use the map provided. Set up the terrain on a suitably sized table. The pirates deploy first, and must place at least five men in the Departures and Passenger Control Building. These may not move or shoot on turn one. The Star Patrol enters, during the Movement Phase of turn one, from the south. They have twenty turns to take the Departures and Passenger Control Building. If they do they win, if they don't the pirates destroy the evidence and get off with a short spell in jail.

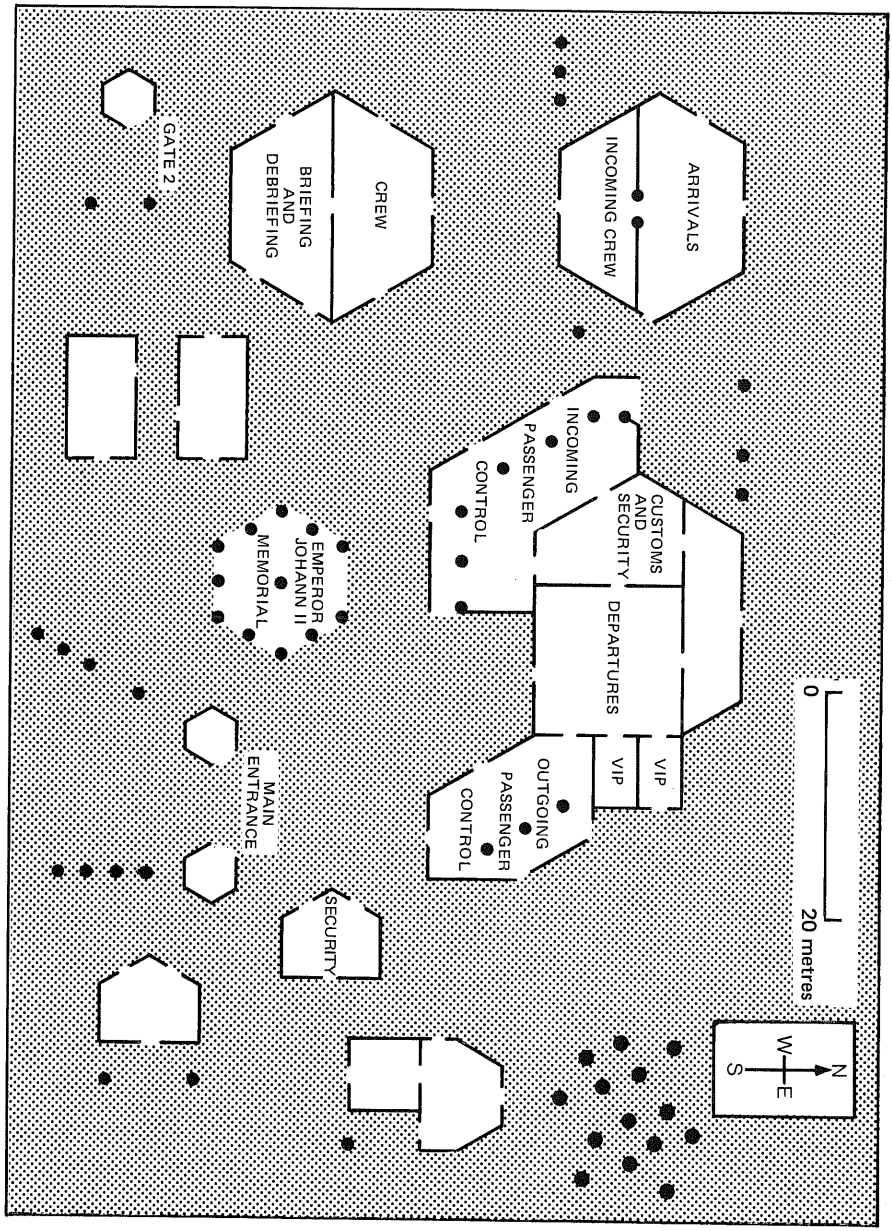
The Star Patrol may use only *smoke* or *stun* grenades/missiles in this scenario.

The Map

Use the map provided for both of the scenarios. The map depicts the passenger handling facilities of a small Outworld spaceport. The landing field itself, which would handle shuttles and cargo lighters, is some way to the north of the buildings shown and a moving walkway or some other form of transport would carry passengers and crew out to their craft.

The buildings are in some disrepair (due to battle damage in Scenario 1 and to an attempt at camouflage in Scenario 2) so that all doorways shown are permanently open. The shaded circular obstructions represent pillars, heaps of rubble and other large and solid obstructions (statues in the case of the memorial).

MAP OF SPACEPORT



FORMING A UNIT

The rules and information contained in this game may be used to set up enjoyable, one-off, SF skirmish games. However, players may find that more interest and entertainment can be derived if the skirmishes fought are linked, as suggested in the introduction.

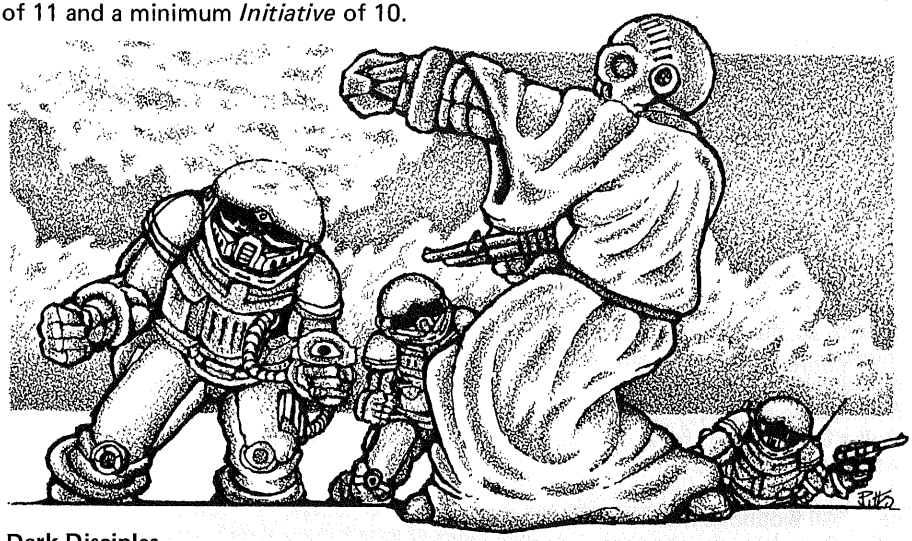
Players may choose to control an Imperial Marine platoon, a Dark Disciple platoon, a Star Patrol team or a gang of pirates, adventurers, rebels or similar riff-raff. The starting strengths of these are as follows:

Imperial Marines

The platoon is organised, but not equipped, as described in the *Tables of Organisation.* The men possess those skills described in the *Tables of Organisation.*

Equipment: A player does not start with a good quality combat unit, but has to turn his platoon into one. The standard budget for equipping a poor quality platoon is 25000 IC. Using this amount of money a player must outfit his unit, buying equipment at the prices given in the *Technical Data* section except Heavy Weapons, which cost half the price shown. The high prices given in *Technical Data* partly reflect availability on the black market, which would not apply in this case.

Characteristics: *Combat Ability* and *Initiative* level are determined as described in the main rules. Remember that trained soldiers have a minimum *Combat Ability* of 11 and a minimum *Initiative* of 10.



Dark Disciples

The platoon is organised, but not equipped, as described in the *Tables of Organisation.* The men possess those skills described in the *Tables of Organisation.*

Equipment: As with the Marines the Dark Disciples player does not start with a particularly good unit. The standard budget for equipping a Dark Disciple platoon is 24000 IC. Equipment is available to the Disciples at the same prices as it is to the Marines.

Characteristics: These are determined as described in the main rules.

Star Patrol
As there is no such thing as a poor Star Patrol team the player starts with a small team of five men, which may get larger.
Equipment: To equip his five men a player has a budget of 21000 IC. Equipment is available to the patrol at the same prices as it is to the Marines. In addition to the equipment purchased the team has the use of one armed jet cycle, five needle rifles and five spacesuits (which are subject to the restrictions mentioned in the *Tables of Organisation).* These items must be retained if the team is ever re-equipped.
Skills: One member of the team is a *Leader I & II.* One is a *Leader I.* All team members are *Trained Soldiers,* and all possess two further skills. These further skills are chosen by the player from the list given in the rules.
Characteristics: These are rolled for as described in the rules.
Pirate Gangs, etc.
Since these are naturally rather heterogenous it is difficult to set firm limits for starting strengths. As a guide, use the following:

A gang will start with 5 - 15 men (score 2D6 + 3). Each man has 300 to 1,800 IC. (3 D6 times 100) to equip himself with any available equipment from the black market.
Skills: One man, the boss, has *Leader I & II* plus one other skill. Half of the remaining men have one skill (in this case only they may not take *Trained Soldier* unless their characteristics are already at or above the minimum possessed by a *Trained Soldier).* All members of the gang may make one attempt to acquire one skill of their choice according to the chances laid down in the section on *Specialist Skills.*
Characteristics: Determine these according to the main rules.
Once a platoon, team or gang has been formed and equipped prepare a record sheet for it in the manner of the Imperial Marine Platoon Record Sheet shown.

Missions and Assignments

Players are free to devise their own adventures, campaigns and systems of promotion. Those who do not wish to do so may use the system below as a starting point for their adventurers.

Once a unit has been formed and organised it will be assigned (or in the case of criminal gangs will assign itself) to a theatre of operations. Since the effectiveness of most new units is low this theatre is likely to be an unimportant one where the quality of the potential opposition is also low. Once assigned a unit will undertake missions according to the *Missions Table* until the table indicates that it is to be reassigned, or has to move on.
Procedure:
Roll a D20 against the appropriate table to obtain a mission.
After each mission:

i) Check if the unit has been disbanded — see below.
ii) All wounded men are healed.
iii) Casualties may be replaced; see below.
iv) Two men may attempt to acquire a new skill. They have one chance each.
v) All men may attempt to increase their *Combat Ability* or *Initiative* — see below.
vi) If using ammunition supply rules military units are resupplied. Pirates may attempt to buy further ammo and other equipment if they can afford to.
vii) Roll again against the mission table, adding one to the die roll for each successful mission undertaken on this assignment.

Missions Table: Imperial Marine and Dark Disciple Platoons, Star Patrol Teams.

Die Roll	*Mission*
1 – 2	Patrol to support local police. Fight a skirmish with an armed gang of local criminals.
3 – 4	Security duty. An armed gang will attack the post you are guarding.
5 – 6	Security duty. A unit of rebels will attack the convoy that you are escorting.
7 – 8	Patrol to support local military. Fight a skirmish with a gang of pirates.
9 – 10	Security duty. An assassin has been hired to kill a local politician. You must kill the assassin and his henchmen.
11 – 12	Patrol to support the local military. A band of rebels has been trapped in a small village. You have the task of finishing them off.
13 – 14	Combat patrol. Fight a skirmish with a well armed rebel unit.
15 – 16	Rescue mission. An armed gang is holding a hostage. Rescue the hostage alive.
17 – 18	Combat exercise. Prepare and execute an attack or ambush upon an armed guerrilla band.
19	Combat. An armed rebel unit is somewhere in the area. Find it and if possible destroy it.
20	War. Fight a skirmish against another rebel unit.
21	Retraining. All of your men may attempt to acquire one new skill. The unit is brought to full strength if not presently at it. The unit is not reassigned.
22	Reassignment. Losses are replaced, then equipment is handed in. The player has the value of that equipment plus 30% to re-equip his unit. The unit then retrains (see *21*) and is reassigned. Star Patrol teams have their strength increased by one or two men.

Missions Table: Rebel Units and Pirate Gangs

Die Roll	*Mission*
1 – 2	Bank raid. Raid a small bank. The bank will be guarded.
3 – 4	Police activity. Fight a skirmish with a low quality military unit.
5 – 6	Rescue. An armed convoy is transporting fellow rebels to jail. Set them free.
7 – 8	Gang war. Another gang has been moving in on your territory and must be fought off.
9 – 10	Hijack. An armed convoy transporting money and/or weapons seems a good target.
11 – 12	Crisis. The police have found your hideout. Save what you can of your money and equipment before they close in.
13 – 14	Contract. You will be paid well to kill the commander of the local garrison.
15 – 16	Ambush. A platoon of local troops has been trailing you for several days. This is your chance to stop them.
17 – 18	Expansion. Another gang is getting in the way of your activities and must be eliminated.
19	Civil disorder. Now is the chance to make some money, but first a military unit must be defeated.
20	Showdown. The Star Patrol are after you. If you can destroy this team you might escape the next one.
21	Escape. Time to move out. Collect outstanding debts of 3,000 to 18,000 IC. and move on to pastures new.

Disbanding a unit.
Units will be disbanded, and thus no longer available for use, in the following circumstances:

If a Marine platoon loses six or more men in one action.
If a Disciple platoon loses five or more *trained soldiers* in one action.
If a Star Patrol team loses 75% of its present strength in on action.
If a gang loses 55% of its present strength in one action.

Replacing casualties.
Dark Disciple fanatics are always replaced.
Star Patrol casualties are always replaced.

Military units may replace 1 – 6 (score on a D6) soldiers after each mission. A unit may never be above its original strength, though it may be below it.

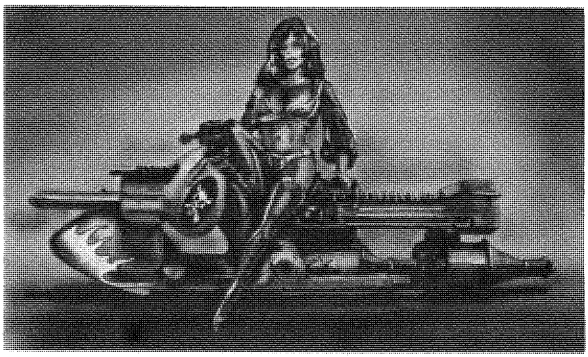
Replacements for the above have skills as shown in the Tables of Organisation, and equipment the same as that of the men they are to replace.

Gangs receive 1 – 3 new men after each mission (roll a D6: score 1,2 = 1 man; 3,4 = 2 men; 5,6 = 3 men). They may exceed their original strength. Such replacements may have up to two skills; one chance each at any two. They have 300 to 1,800 IC. with which to buy equipment.

Gain in Combat Ability and Initiative Level.
As men complete missions they slowly develop instincts and abilities which allow them to fight better. After any mission consult the table below for each survivor:

Situation		*Factor*	
Survived		+2	
Each LW		–1	
Each SW		–2	
For each enemy that he killed or disabled		+2	
Combat Ability	11 – 14	–1	Apply only if trying to
" "	15 – 18	–2	increase *Combat Ability.*
Initiative	11 – 14	–2	Apply only if trying to
"	15 – 18	–3	increase *Initiative*

Decide whether a man is trying to increase his *Combat Ability* or his *Initiative,* total the relevant factors and roll a D20. If the score is equal to or less than the total of the factors then the chosen characteristic is increased by one. A man may make only one die roll after each mission for this purpose so only one characteristic could possibly be increased. Neither characteristic may ever be raised above 18.



IMPERIAL MARINE PLATOON RECORD SHEET

RANK: Ensign NAME: WEAPONS: ARMOUR: SKILLS: *Leader I & II* *Trained Soldier* *Power Armour*	WOUNDS TAKEN Head: LW SW Body LW SW Arms LW SW Legs LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS ARMOUR: SKILLS: *Power Armour* *Trained Soldier*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Sergeant NAME: WEAPONS: ARMOUR: SKILLS: *Leader I* *Trained Soldier*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS: ARMOUR: SKILLS: *Power Armour* *Trained Soldier*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS: ARMOUR: SKILLS: *Trained Soldier*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Corporal NAME: WEAPONS: ARMOUR: SKILLS: *Leader I* *Trained Soldier* *Heavy Weapons*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS: ARMOUR: SKILLS: *Trained Soldier*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS: ARMOUR: SKILLS: *Trained Soldier* *Heavy Weapons*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:
RANK: Marine NAME: WEAPONS: ARMOUR: SKILLS: *Trained Soldier* *Heavy Weapons*	WOUNDS TAKEN: Head: LW SW Body: LW SW Arms: LW SW Legs: LW SW INITIATIVE: COMBAT ABILITY:

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OPTIONAL RULES

These rules are not essential for playing *Spacefarers* but are intended to supplement or replace some of the rules presented above.

Play upon a Hexagon Gridded Map.

Rather than playing upon a tabletop, players may use a hex sheet to regulate the movement and firing of their figures. Scenery may be placed upon the hex sheet or drawn upon it in the form of a map.

One hex represents two metres. Thus all distances quoted in the main rules should be halved to give distances in hexes. Explosions affect an area five hexes across.

One figure occupies one hex. Vehicles etc. occupy as many hexes as the model requires. Men may move through hexes occupied by friends (but not vehicles), but may not end the turn in the same hex as a friend unless administering medical or technical aid or carrying that friend. Men entering a hex occupied by an enemy who is not dead or disabled must stop and engage in close combat.

Men face into the three hexes in front of them. Their bases should be marked so that it is clear which hexes these are, and men may only fire through these hexes. The laser mounted in a jet cycle can fire only through the hex immediately in front of the machine.

Initiative Level and the Sequence of Play.

Rather than acting in strict order of *Initiative,* a player may choose to delay the actions of any or all of his men. Players will have to keep a record of those men who have delayed their actions, until they act.

During the movement phase and firing phase men may act when their *Initiative* is reached, or at any time thereafter. A man may always choose to act before or after any man with a lower *Initiative.*

Visibility to and from Men and Machines in Flight.

The rule given in the main rules to cover this is rather simplistic (to say the least). This optional rule is accurate, but involves a certain amount of calculation.

The owning player should state, during the declaration of intent phase or at some other convenient time (e.g. the moment of take off), the height of any flying men or machines. Heights should be expressed as a multiple of five metres. Once declared, the height is maintained for that turn unless a landing or crash occurs.

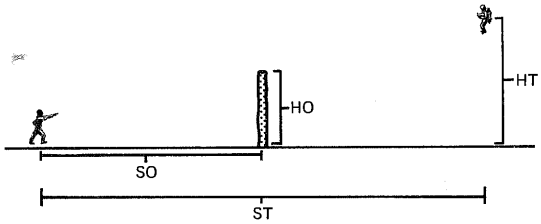
Buildings and other obstructions should be assigned a height in metres, preferably as a multiple of five for taller ones.

Obstructions less than two metres tall, e.g. low walls, parked vehicles, do not affect visibility to or from flyers.

Obstructions of the same height or greater than the flyer's own always blocks the line of sight.

Otherwise, obstructions will block the line of sight if the ratio of the obstruction's height to its distance from the figure on the ground is greater than the ratio of the flyer's height to its distance from the figure on the ground. Thus:-

$$\text{If } \frac{HO}{SO} \text{ is greater than } \frac{HT}{ST}, \text{ the line of sight is blocked.}$$



If the man on the ground is above ground level (e.g. on a rooftop) or if both men are in flight count HO and HT as the height above the lower of the two.

A fairly good estimate of the range to a flyer is given by his distance from the shooter plus half his height above the shooter. Thus in the diagram above, the range would be ST + ½HT.

Ammunition Supply

Ammunition supply has been left out of the main rules to save the players having to keep a record. In reality this would be an important aspect of many fights, since each weapon can hold ammunition for only a limited number of shots. The following table shows the number of shots contained in a magazine or power pack for each of the weapons described in these rules. Note that while one "shot" represents the firing of several rounds of ammunition it is convenient to take one shot as equal to one round for purposes of resupply etc.

Type of Weapon	Number of Shots per Powerpack or Magazine
LASER WEAPONS	100
CONVERSION BEAM PROJECTOR	15
CONVENTIONAL RIFLES	20
MACHINE GUNS	40
MACHINE PISTOLS	20
HAND GUNS	10
BOLT RIFLES (HEAVY)	20
BOLT RIFLES	10
BOLT GUNS	6
NEEDLE RIFLES	50
NEEDLE PISTOLS	30
HAND FLAMERS	4
FORCE BLADES	500 game turns of use (i.e. essentially unlimited)
GRENADE and MISSILE LAUNCHERS	5 per rack. One shot is one round in this case.

Grenade and Missile Launcher Ammunition Racks.

Grenades and missiles are contained in racks. Each rack holds five projectiles of any one type (e.g. 5 *smoke* or 5 *gas* etc.).

A grenade launcher may be loaded with two racks of grenades at a time. A missile launcher may be loaded with three racks of missiles at a time. Each rack may hold projectiles different from those in the other racks (e.g. a grenade launcher may be loaded with one rack of five explosive grenades and one of five *stun* grenades). A projectile may be fired from any loaded rack at the discretion of the firer.

Reloading.

It takes one turn with no other activity to reload a weapon with a powerpack, magazine or grenade or missile rack.

If the man moves or shoots or engages in close combat or is caught in an explosion or is wounded or suffers a reaction score of 5 or less then reloading is not completed.

Rate of Fire.

In the main rules weapons are assumed to fire on a semi-automatic setting at single targets and on a fully automatic setting at grouped targets. If using the main rules, fire at a grouped target counts as three shots.

Alternatively, use the following system. The definition of a grouped target remains the same as in the main rules.

A man may fire up to four shots at a single or grouped target per phase. He only rolls once to hit each target, but applies the following Shooting Modifiers:-

Number of Shots	Number Of Targets				
	1	2	3	4	5
1	0	+3	—	—	—
2	-1	0	+3	—	—
3	-1	0	0	+3	—
4	-2	-1	0	0	+3

The number shown is the modifier to be applied.
— = not possible.

Needle pistols, hand flamers and grenade or missile launchers may not fire in this manner.

Needle Rifles and Pistols.

In addition to their normal ammunition of thin steel slivers or 'needles', these weapons may fire needles that have been coated with narcotic or toxic substances. These substances have been specially designed to act quickly, so that when a hit (not necessarily a wound) is scored on an unprotected target the drug takes effect on the following turn. However, if the needle has to penetrate any form of armour the drug will be abraded from the needle and rendered harmless.

Needles used to carry drugs are lighter and thinner than normal. When firing such needles count a Shooting Modifier of −1. When a target is hit by such a needle treat LW and SW results as LW, and D results as SW.

Players are free to formulate their own drugs with their own effects. As examples two drugs commonly used by the Imperial armed forces are:

Ladon Narcoplasm — knocks out the victim for about 30 minutes.
NT II/23 — causes total paralysis in about 6 seconds, and death in two minutes.

Medics with access to the appropriate antidotes will be able to counteract these effects if they arrive in time. Victims recover 2 — 12 turns after the administration of an antidote.

Hand Flamers.

A man wounded by a hand flamer will be in considerable pain and may pass out as a result. Thus if a man is wounded by a hand flamer roll one D6:

	Wound	
	SW	LW
Die Roll:	1–3	1

If the die roll is in the range shown the victim becomes unconscious until he scores 6 on a D6 during a recovery phase. This is in addition to the normal effects of the wound.

Fighting Inside Buildings, Spaceships and Other Enclosed Spaces.

The rules as they stand cover this adequately, but a few comments may be helpful.

The effects of explosions in confined spaces will be more devastating than usual. Victims of explosions in rooms less than five metres square suffer an armour penetration modifier of −2.

Smoke and gas will linger inside for longer than they would in the open air. Depending on the ventilation available, *gas* will remain effective for up to five minutes and *smoke* for up to ten. *Gas* which gets into air conditioning systems may be moved around inside spaceships etc. Remember that the effects of grenades and missiles will not extend through intact walls or sealed doors.

Spaceships can be fragile constructions, and explosions or careless shots can cause considerable damage. What form this damage takes will depend upon the type of ship involved and the location of the hit, but as an example the effects of severing a main power cable might include:

Loss of power: lights extinguished, doors fail to open.

Short circuit: adjacent metal surfaces are electrified.

Fire: insulation starts to burn, thick and poisonous smoke produced.

Lightweight interior doors can be knocked down by one man in one turn, but heavier doors which have been locked may have to be cut through with lasers or even blown open with a missile.

Fighting in Exotic Environments

Fighting in environments other than those Earth type environments which seem to be so common poses special problems.

Vacuum.

All persons must wear spacesuits or Power Armour.

Any result of SW or LW causes loss of pressure integrity; persons not evacuated to an airtight area and recompressed within 2 minutes lose consciousness; those not recompressed within 5 minutes die.

There is no blast effect from explosions in vacuum. Apply an armour penetration modifier of +10 to victims of explosions.

Poisonous and Unbreathable Atmospheres.

All persons must wear spacesuits or Power Armour.

Any result of SW or LW causes death from asphyxiation in 2 – 12 turns, unless repairs are made. All suits would be provided with emergency seals for this purpose. Such seals take two turns, with no other action, to apply.

High and Low Gravity

The true effects will depend upon the exact force of gravity which applies. As a guide, use the following rules:

In a high gravity environment:

All movement distances are halved.

All weapons firing solid projectiles suffer a shooting modifier of +2 at ranges over 200 metres.

The blast radius of an explosion is reduced to 3 metres.

All men suffer a reaction modifier of −1.

In a low gravity environment:

All movement distances are doubled.

The blast radius of an explosion is increased to 7 metres.

All men receive a reaction modifier of +1.

Cover.
The main rules assume that hard cover will always stop a shot and that soft cover will never do so. This speeds up the course of play, but is not very realistic. As an alternative, classify cover as equivalent to a particular armour class. Thus a fairly solid wooden door might be equivalent to Flak, or a metal door to Mesh or even Light armour if thick enough. Some structures, such as thick stone or metal walls, would of course still be invulnerable to small arms fire.

When a shot that would otherwise have hit its target is stopped by cover test to see whether the cover is penetrated. A shot penetrates cover if a result of D, SW or LW is obtained on the armour penetration table. Do not apply this result to the target, but now resolve the hit as usual against the target applying an armour penetration modifier of +4.

APPENDIX 1: Spacefarers Range of figures

Code No.	Figure
S1	Star Patrolman with Laser Pistol
S2	Star Patrolman on Jet Cycle
S3	Star Marshal with Laser Rifle
S4	Star Ranger with Autolaser
S5	Bounty Hunter with Bolt Rifle
S6	Planetary Citizen
S7	Female Planetary Citizen
S8	Adventurer with Machine Pistol & Power Glove
S9	Adventurer with Autolaser and Force Sword
S10	Adventurer on Jet Cycle
S11	Adventuress with Laser Pistol
S12	Adventuress on Jet Cycle
S13	Star Lane Pirate with Machine Pistol
S14	Star Lane Pirate with Laser Pistol
S15	Star Lane Pirate with Bolt Gun
S16	Star Lane Pirate on Jet Cycle
S17	Star Lane Pirate Girl with Laser Pistol
S18	Star Lane Pirate Girl on Jet Cycle
S19	Street Rebel with Machine Pistol
S20	Street Rebel on Jet Cycle
S21	Interplanetary Scout with Bolt Gun
S22	Interplanetary Merchant
S23	Supreme Lord of the Dark Disciples
S24	Dark Disciple with Machine Pistol
S25	Dark Disciple crouching with Bolt Rifle
S26	Dark Disciple with Portable Missile Launcher
S27	Dark Disciple in Power Armour with Heavy Bolt Rifle
S28	Dark Disciple Follower on Jump Scooter
S30	Fanatic Disciple with Bolt Gun and Power Glove
S31	Fanatic Disciple Priest with Bolt Gun and Hand Flamer
S32	Emperor of the Imperialists
S33	Imperial Marine with Laser Rifle
S34	Imperial Marine with Needle Rifle
S35	Imperial Marine with Conversion Beam Projector
S36	Imperial Marine in Power Armour with Autolaser
S37	Imperial Marine on Jump Scooter
S38	Imperial Marine Officer with Laser Pistol
S39	Imperial Invincible Trooper with Autolaser
S40	Imperial Invincible Captain with Needle Gun and Force Sword
S41	Robot Fighting Machine
S42	Security Robot
S43	Battle Droid
S44	Giant Android Law Enforcer
S45	Cyborg Assassin
S46	Armoured Hovercar with Crew
S47	Spacefarer's Jet Packs
S48	Spacefarer's Weapons

SPACEFARERS SPECIALS

S49	'Big Brother' Armoured Security Vehicle with Crew
S50	Six Gun Attack Droid
S51	Street Rebel on 'Chopper' Jet Cycle
S52	Robo-reconnaissance Droid
S53	Giant Robot Sentinel